DIFFERENT WORLDS

THE MAGAZINE OF GAME ROLE-PLAYING

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THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of Crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given "To arms . . . to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be enfilade right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the ***TRIBES OF CRANE....***

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The creatures of Crane are as varied as its geography. Cattle goats and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a hugh bipedal lizard that feeds on cattle in the grasslands of Crane.

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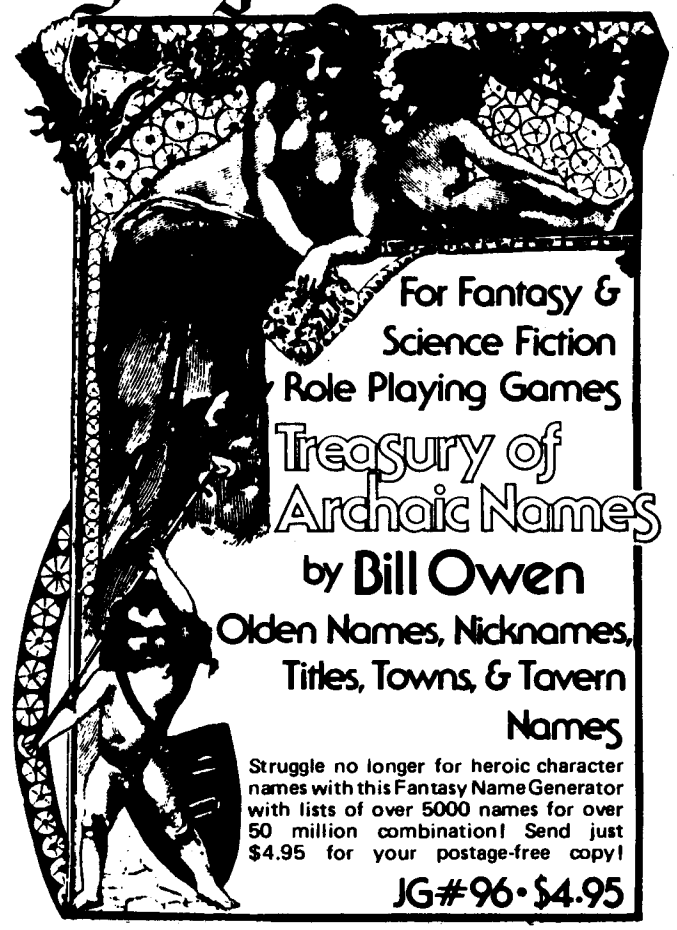
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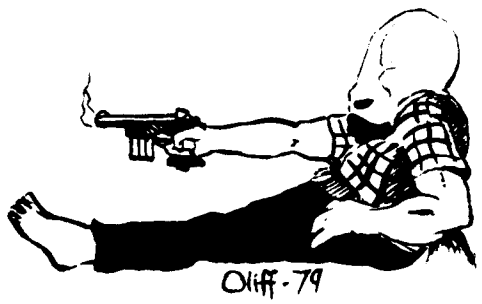

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Tadashi Ehara editor. Lynn Willis, Steve Perrin, Greg Stafford associate editors. Charles Krank contributing editor.

Editorial

MAKING THE GRADE

The RPG state of the art is dull. You can count on the fingers of your hands the number of innovative systems. And our hobby still plays second fiddle to historical board wargaming. At ORIGINS there were a number of new board games but very few new RPGs. At the Game Designers Guild the number of board game designers out-numbered RPG designers five to one. There are as many RPGers as there are board gamers. But despite the forceful personalities of RPGers as compared to board gamers, they have not been prolific designers. The Role-Playing Game is far from complete. I want to see creative RPGs: one on piracy on the open seas will have a lot of appeal; a game on the North American Indians; a *Flashman* RPG; *Conan*; Arabian Nights; Vikings; how about a game on modern espionage? . . . Many realms of fantasy are yet to be tried.

Different Worlds, like the hobby, is still growing and shaping itself. The magazine was born out of the need to further the hobby, its craft and artistry. We cannot do tomorrow's job with yesterday's tools. Game designing is not an easy job. Like being drunk, the buzz of inspiration happens immediately and gives you a lift, but the hangover comes the day after when you have to re-write the rules. That is work, and work is the curse of the game designer. Opportunities take hard work but they're there–grab 'em while they're hot.

Designs can be culled from many ideas, but the game must be good. They must be interesting, innovative, authoritative, creative, better than anything we have seen before and fun enough to stand the test of time. We must accept the state of the art as is and rise above it.

Many companies want new and novel game designs. See "Games to Gold" article in this issue. There will be a follow-up article (with more companies surveyed) next issue.

NOTES ON THIS ISSUE

"Beginner's Brew" and "The Way of the Gamer" reappear this issue. No "My Life and Role-Playing," but more is promised. The cover this issue is by the happy-go-lucky Paul Jaquays, the color work is by Steve Oliff who is presently involved doing the coloring for Marvel's *Incredible Hulk*. No *RuneQuest* cult but there is Greg Stafford's preview of *HeroQuest*! The feature article this issue is the "Enchanted Weapons Table" by John Sapienza. 14 pages of charts and tables, folks! (If you don't see your anticipated article, I'll give you one guess why.) Lotsa letters this time, keep 'em coming. For a report on ORIGINS, see Gigi's letter on page 38. Special thanks to the advertisers. When you write them, tell them you saw their ad in *Different Worlds*.

NOTES ON NEXT ISSUE

There will be a variant article on *Superhero: 44* by Brian Wagner. "The Way of the Gamer" on encounter systems, an article comparing various systems and their methods. More "My Life and Role-Playing." For you charts & tables freaks there'll be an article on character appearance by the ever-popular John Sapienza. Another *RuneQuest* cult will grace our pages. Will we have room for that *RuneQuest/Dungeons & Dragons* conversion article we keep talking about? Tune in next issue.

Happy gaming,

Tadashi Ehara

SELLING YOUR GAME DESIGN

GAMES TO GOLD

by Rudy Kraft

You have probably wondered what to do when you finally finish your great new role-playing game. Obviously you should submit it to a game publisher but which one? Not every game company is interested in every type of game and if you submit your game to the wrong company it could cost you a lot of time and perhaps even some money. With the help of this article such problems can, hopefully, be avoided.

The article was written using the results of a survey which was sent to all of the major simulation gameing companies. In most cases the results of the survey are the sole source for the information but in a few cases other information was available and used. Although the survey covered all areas of simulation gaming the emphasis here is on role playing.

Anyone interested in designing a game or role-playing aid for publication should be aware of the proper way to submit a design. Every submission should be accompanied by a cover letter explaining why the game is different from and/or better than others already on the market. All necessary components (except dice) must be included and the game should be thoroughly playtested. That means that the game should have been played repeatedly until the designer and the playtesters believe that they have found and corrected all the game's flaws. The rules should then be retyped neatly into a final form. Even with all this work the game will certainly see further development and refinement by the publisher. The time from the game's acceptance by a company to it's release to the public can be anywhere from two months to a year.

It is frequently advisable to write a company before submitting your game but only some of the companies require this as a matter of course. In any case you should be prepared for a long wait before receiving a final answer.

AVALON HILL has a large in house design staff and is not presently interested in considering unsolicited outside designs. 4517 Harford Rd, Baltimore, MD 21214.

THE CHAOSIUM is in the market for science fiction, fantasy, and historical board and role-playing games. They are especially interested in gaming aids for their RPG, *RuneQuest*. The Chaosium pays 5% royalties and they copyright all products in the designer's name. They are also interested in articles for *Different Worlds*. PO Box 6302, Albany, CA 94706.

EXCALIBRE will look at submissions of freelance designs but in general prefers to hire someone to design a game for a specific deadline rather than relying on unsolicited submissions. If someone wishes to submit a game to Excalibre they ask that a letter first be sent describing the game so that they can decide whether they are interested. Excalibre is interested primarily in historical and science fiction board games as well as role-playing systems. They pay royalties of 10% of the game's cover price but they have also been known to buy the rights outright. PO Box 29171, Brooklyn Center, MN 55429.

FANTASY GAMES UNLIMITED is interested in nearly everything but as their name indicates they are primarily in the market for fantasy and science fiction materials. They are interested in new role-playing games but they are not interested in aids and supplements to their older RPGs as they have licensed the Judges Guild to produce that sort of material. FGU pays royalties of 10% of their gross receipts. Thus those games which are sold by mail or at conventions yield more to the designer than those which are sold through wholesalers.

FGU copyrights their games in the designer's name and the designer receives any additional royalties the game generates (i.e., payments for figures rights, etc.). PO Box 182, Roslyn, NY 11576.

FLYING BUFFALO, INC. publishes *Tunnels and Trolls* and *Monsters! Monsters!* They are not presently interested in publishing any new games or RPGs but they are interested in expanding their line of *T&T* solo dungeons. They ask that all dungeons be between 20 and 40 pages of publishable copy. FBI pays a straight one time rate of $90 for all rights to the dungeon. They have a three page information sheet describing the dos and don'ts for solo dungeon designing and it is strongly recommended that anyone who is interested send for it. PO Box 1467, Scottsdale, AZ 85252.

GAME DESIGNER'S WORKSHOP is in the market for a variety of things. Unfortunately, none of them are particularly role-playing oriented. They are interested in some *Traveller* related material but only in the context of articles for their new magazine, *The Journal of the Travellers Aid Society*. They are interested in buying historical board games but only on subjects which are not presently under development by their staff. They pay royalties whose rates are negotiable but they decline to state the range within which they can be negotiated. Before submitting anything to GDW send them a query letter to determine if they are interested. 203 North St, Normal, IL 61761.

GAMESCIENCE is primarily in the market for the science fiction and fantasy games (including game aids for *Space Patrol* and *Superhero 2044*). They are not actively seeking out new designs because they already have a large number of games waiting their turn to be published. Potential designers should write first to see if Gamescience is interested. Gamescience apparently will pay either royalties (5% of the cover price) or a fixed sum (which can vary widely depending on the game). 01956 Pass Rd, Gulfport, MS 39501.

HERITAGE MODELS, INC., is interested in considering nearly every type of game. Their special interests vary from time to time and anyone interested in designing for Heritage should write them for their information sheets regarding their submissions policy and current topics of interest. In general they are interested in new role-playing systems especially those which tie into one of their figure lines. Heritage pays royalties of 2% of the game's cover price. 9840 Monroe Dr (Bldg 106), Dallas, TX 75220.

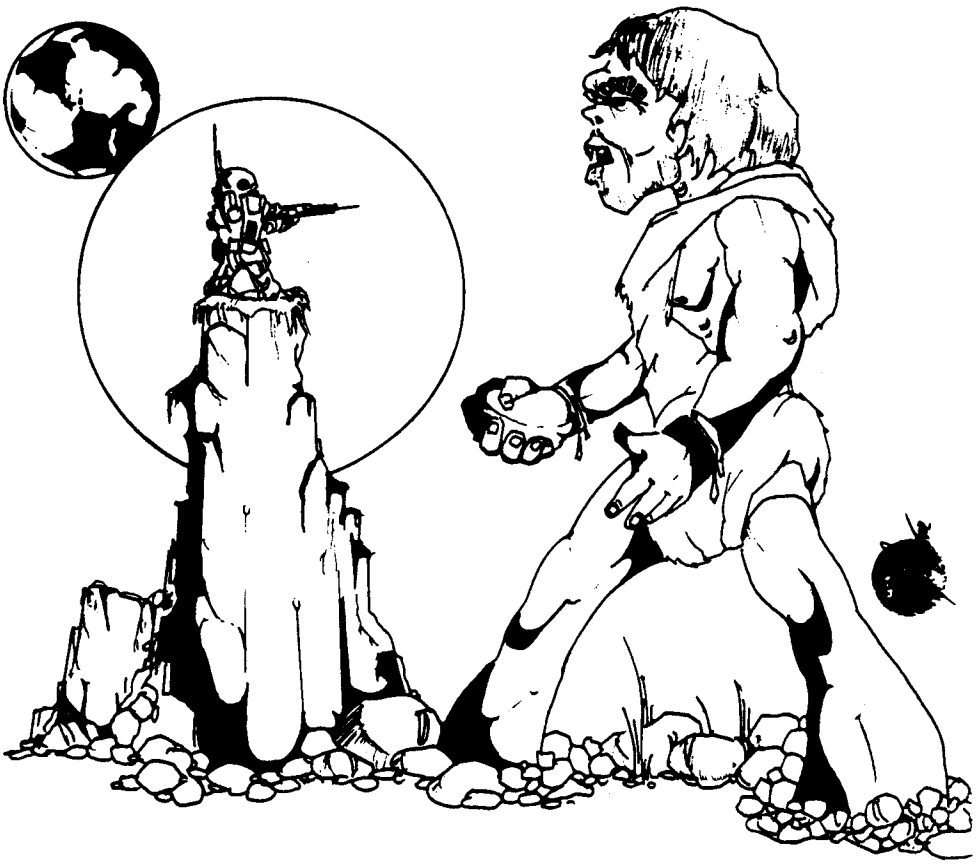
THE JUDGES GUILD is primarily a publisher of supplements and aids to many of the RPGs published by other companies but they will consider nearly any simulation game. They have the rights to publish and are interested in seeing gaming aid for any of the following RPGs: *D&D, RQ, C&S, Superhero 2044, Traveller, Starships & Spacemen, En Garde!*, and *T&T*. As time goes by more games will no doubt be added to their line. They are willing to pay the designers in a variety of ways which include royalties from 2% to 6% or a fixed sum or combination of the two. PO Box 773, Decatur, IL 62525.

LEGACY PRESS, the publisher of *Legacy*, is primarily in the market for educational games suitable for use in the classroom. In particular, they seem to be interested in "simulations and games exploring differences between cultures and economic systems for use in anthropology classrooms." They are also interested in play-by-mail RPGs. Legacy pays royalties of 25% of the game's production cost per game sold. 217 Harmon Rd, Camden, MI 49232.

METAGAMING is primarily looking for Microgames and Microquests. Microgames are small games with limited rules and components (rules length can vary from 4000-7000 words). They can deal with either a science fiction or historical theme. Microquests are solo dungeons designed for use with Metagaming's *The Fantasy Trip* role-playing system. Metagaming pays a straight one time fee of $500 for all rights to the game. For further details regarding Metagaming's submissions policies, see pages 27-28 of issue 19 of their magazine, *The Space Gamer*. PO Box 15346, Austin, TX 78761.

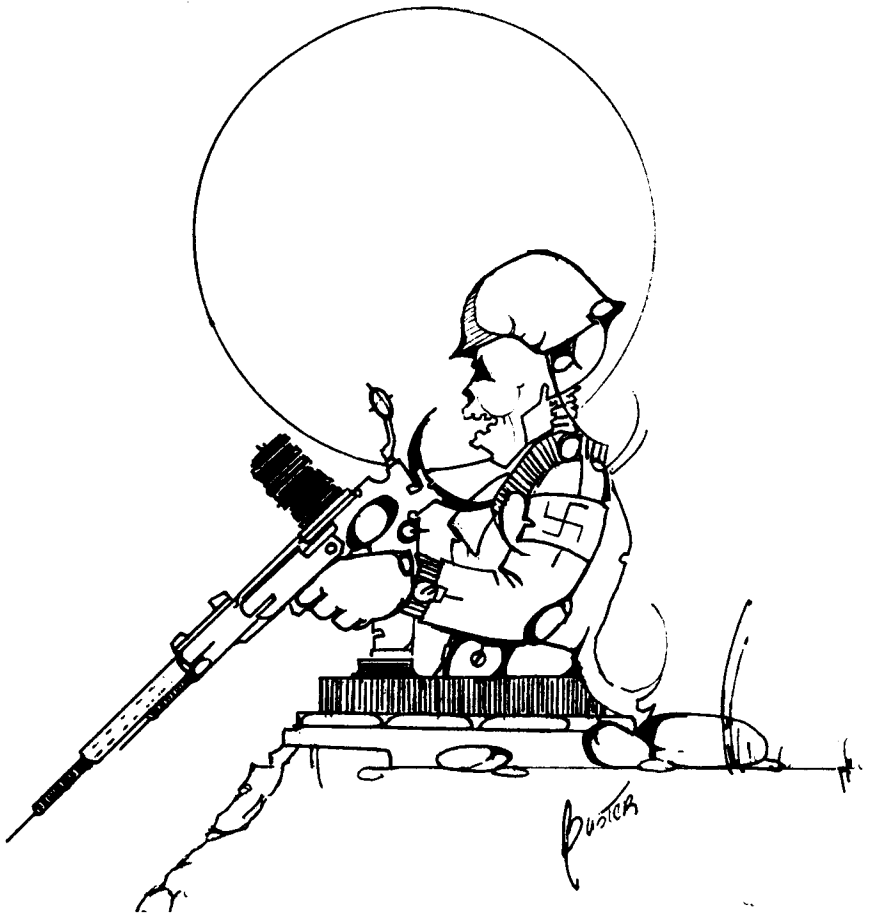
SIMULATIONS CANADA is primarily a publisher of historical board games. They are not presently interested in publishing a RPG. PO Box 221, Elmsdale, Nova Scotia, Canada B0N 1M0.

SIMULATIONS PUBLICATIONS, INC. is a publisher of historical board games. Recently they have published a large number of SF&F games and they are at work on a FRP system. However, SPI does not often publish an unsolicited design (they have published one in the last four years). Your chances of selling them a design are improved if the rules are written in the SPI rules language (see their *The Game Design Book* for an explanation of this). Most SPI designers are paid by salary (as most of their games are designed by employees) but outside designers are paid a fixed sum for the complete rights to the game. It



can be as much as $1500 for a full size game to as little as $500 for a folio or capsule game. 257 Park Ave S, New York, NY 10010.

TACTICAL STUDIES RULES is the publisher of *D&D*, *Gamma World*, and *Boot Hill*. They are interested in playing aids for all three games. Presently, however, due to their recent dungeon contest they have a relative surplus of *D&D* material. Before submitting to TSR, the designer must write them for a copy of their standard release form which must be signed and returned before they will consider a submission. They are also interested in new games whether they be role-playing, historical board games, or general market family games. TSR pays royalties but they decline to state exactly at what rate. PO Box 756, Lake Geneva, WI 53147.



CONCLUSION

At this point you are probably wondering what the chances are of selling your game. If your game is good you should be able to sell it without too much difficulty. There is presently a much larger supply of companies willing to buy than good games ready to be bought. On the other hand, if your game is only mediocre, you need not despair. You might still be able to find a buyer.

Just because someone buys your game, however, don't assume you'll be satisfied with the deal you get. Only a few of the game companies allow the designer to retain the copyright and every company reserves the right to make wholesale changes in your game. Usually such changes will improve your game though not always. Some companies offer approval rights.

Finally, do not expect to get rich or even to make a living designing games. But don't worry, you ought to be able to make enough to support your expensive gaming habit.

The following is a bit of advice from someone who has been bit and wishes to remain anonymous.

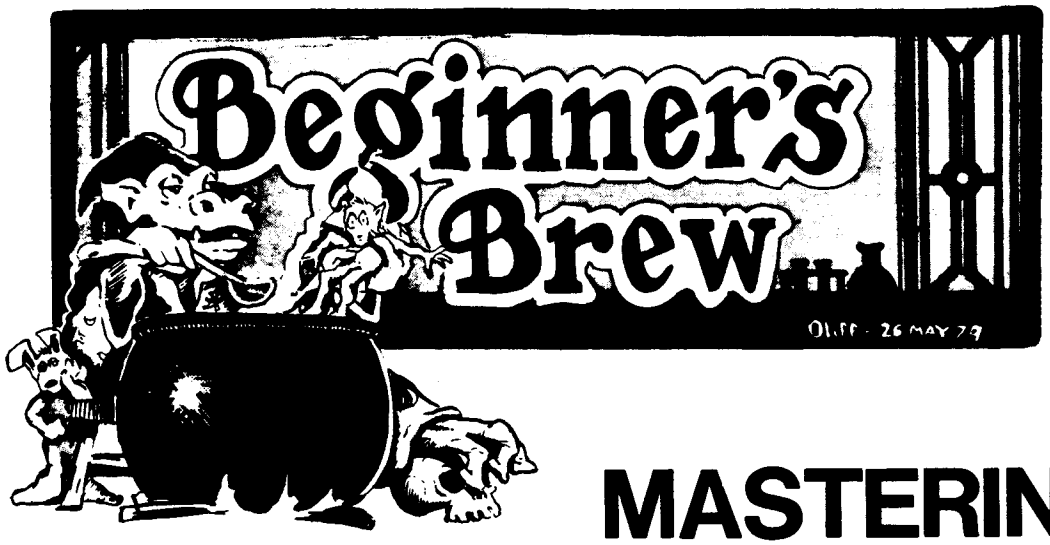
1) If you are a game rules writer–and are naive as I used to be about laws and copyrights and business–I suggest strongly that you get a copyright on your game before sending it off to a publisher.

2) Keep the copyrights yourself–never give them up, especially if the game involves a copyrightable fantasy world. One cannot copyright the Civil War or Ancient Egypt, but one can indeed copyright a fantasy creation. Many firms will allow you to keep the copyrights, so that you can go on creating new pieces to your world, and you can give the right to produce and distribute a game–while hanging onto the essentials. Many firms thus will give you the rights you need to your creation in order to create more and more of it, write stories about it, etc., etc. I advise that you not deal with those firms which suggest that you give them all the rights in return for a royalty. Even science fiction book firms these days allow the author to retain the copyrights.

3) Get yourself a good lawyer. It is worth it, especially if the contract for your game is full of tricky clauses and rights to this and rights to that... No firm can object to this, and the resulting contract should be as simple and clear as possible. You give them publishing and distribution rights, and they give you a royalty or other agreed upon payment. A lawyer will see that you don't get into a mess.

4) Shop around–there are many small game publishing companies around today. Though their distribution isn't as great, most are honest and flexible. Negotiate contracts with them in plain English then ask your lawyer if the contract says what you want.

This short excerpt is from a letter by one of America's leading fantasy gamers. He wished to remain anonymous for personal reasons. The excerpt is common sense, though, and he asked we pass it on to you.



MASTERING YOUR FIRST ADVENTURE

by Charlie Krank

As with many games which provide a good deal of excitement and a challenge to the imagination, more and more people, especially players, desire to master whichever fantasy or science-fiction Role-Playing system that they use and become referees with their own worlds. In an attempt to make the job of becoming a referee a little less formidable proposition, I will present a few suggestions which I've found useful.

One of the obvious necessities for the beginning referee is a basic familiarity with the rules. Most of you will begin refereeing only after you have played several times and have acquired an understanding of the concepts and mechanics involved, but there are those of you (myself included) who immediately wanted to begin, and the first game had hardly ended! For the latter, go through the rules several times, possibly experimenting in solo battles, and learn where to find things as you may need them, or play your first few games with friends that you know well and who know the rules well themselves. This will serve to at least shorten the amount of time spent leafing through books of rules and slowing the game for the others.

The next task will be in deciding the type of adventure which you would like to run that evening. The first consideration should be the size and type of party which will be playing. Have all the players played before? If all or most of the players are to be first-timers, try to keep the adventure simple and low-keyed. Start with the basics of play, maybe run a short scenario, and realize that there will be a certain amount of time spent explaining the rules and procedures. It may be helpful to have those who have never played before to come by a little earlier. You may even have a character or two prepared in advance. It will save considerable confusion. For players who are already familiar with the rules, key the adventure to their characters abilities. There are circumstances where, no matter how skilled or clever the player, the challenge presented lies far above and beyond that character's abilities. If all of the characters manage to die during the first few minutes of play, things may just be too powerful. Of course, if it is the player's fault (parties which decide to break-up in the middle of the dungeon to explore separate routes are excellent examples), nothing can be done and hopefully they will have had the lesson beaten, cut or chomped into them.

Once you have your world running smoothly, subsequent adventures will become easier to create. The players can (and should be so encouraged) to suggest and or initiate adventures of their own. Don't be surprised if the latter should happen in the midst of one of your fine tuned adventures for which you've spent hours in preparation. If you become truly hard-pressed for adventures, imagine how events in other parts of the world may influence events in the players' area. For example, let's say that you have a question as to which tribe or government has control of that Round Keep sitting atop that far off hill. One adventure could be the confrontation between the two sides to decide the issue. Later, the same locale can be used in a variety of different games.

Once you have decided on the type of adventure which is to be run, a certain amount of preparation will be necessary. Beginning players will find it helpful to draw out and detail the evening's adventure. That way, everything will be handy as you need it. An example was presented in the second issue of *Different Worlds* titled "The Legend of Old Jerol." For the advanced referee, a simple chart of the possible encounters in the area and the detailing of a few monsters may be all that is necessary. Once you begin to feel comfortable with the players and the rules, you may be able to improvise the setting and the characters. I recently ran an adventure where my only preparation was a fifteen minute period after the players had arrived, (I was washing some glasses for us to use) during which I got an idea. All that I had prepared earlier was an encounter chart for another area of similar terrain. Even the monsters were created on the spot (the players didn't necessarily know this). It was, however, a thoroughly exciting and enjoyable adventure, and the improvisation helped me learn a good deal more about the area in which my adventures are run. Now remem-

ber, this was only successfully accomplished through a full familiarity with the rules that I use, and the players of the evening were friends with whom I felt very comfortable. I would definitely advise the beginning referee to have a bit more preparation, or he should use of the many pre-generated adventures currently available in many stores. They are an excellent way to develope the needed familiarity with whichever rules system you use.

During the play of the game, it is the referee's responsibility to keep the game flowing and to resolve arguments. He has to be concerned with the overall story of the world and has to keep in mind any possible consequences of players' actions. The players, on the other hand, are concerned with the story of the evening and a prime consideration of theirs is the survival of the character and an effort to keep their characters' various actions in line with the established or developing personality. Therefore, when resolving the inevitable conflicts concerning rules and other matters, consider future ramifications. Listen to the arguments for both sides of the question, keeping any discussion to a reasonable length and intensity, and then make your decision. The referee's word is final. Other players may or may not agree with the decision and should be allowed to discuss in further, preferably after the game. It is perfectly acceptable for them to use their own interpretations in their own worlds. Also, keep in mind that whatever is decided for the players, applies to the monsters as well. Many times have players been quite astounded at my agreement with their suggestions, only to be horrified to find that the monsters had somehow arrived at the same conclusions. Events such as these help to keep player suggestions and attitudes at reasonable levels.

Another major problem to keep alert for is that of escalation in the game. The rewards given for the accomplishment of specific goals should be kept in line with the surrounding situation. Characters who are more than adequately rewarded for services rendered will, in a short time, become disproportionately powerful for the available adventures. If you should find that the characters are becoming overly idfficult to challenge, you may have to review your treasure policy. Although it is very romantic and exciting to be continually finding ancient and powerful artifacts, when the players begin to wholesale such items, the problem quickly grows out of hand. Various means can be found to combat this. In one game in which I play regularly, the referee did a study of the availability of metal armor, compared it to the demand for such, and was forced to increase his prices tenfold. Those characters who had purchased such armor before the price increase certainly became wealthy fellows indeed. An interesting side benefit of this was that an adventure to recover a lost suit of plate mail then became a worthwhile expedition. If this is coupled with a slight decrease in the amount of treasure obtained in any one adventure, then all of those players who list as their characters' occupation "Adventurer" will have to wholeheartedly pursue said occupation in order to eat the next day. The result? Superior motivation.

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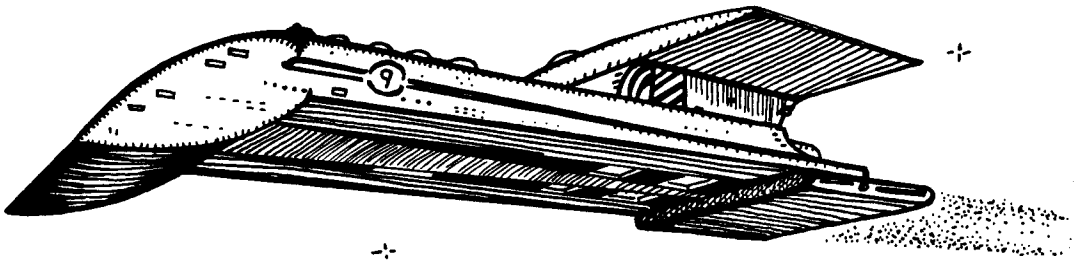
After the game ends, talk to the various players and find out their reactions to the evening's goings-on. You can usually find worthwhile suggestions and comments on the game. If necessary, it will provide time to discuss any rules problems in a setting more neutral than in a game, where the players' characters are at stake. You may be able to derive ideas which will further your knowledge of the world, and you allow the players to take an active part in the creation of the situation in which they find their characters, and in subsequent games they will be that much more interested in the ongoing events. The result will be a continuing story with each player telling his part, discovering chapters belonging to other characters and the referee coordinating the whole. This is the real game! The rules only form a convenient, agreed upon structure which allows the story to progress smoothly, and the result being that the focus of each night's gathering lies in the interaction between each of the player's and the referee, not on arguments concerning an arbitrary set of rules. In a well refereed game, the rules should quietly slip into the background as the players, and the referee, concentrate on the playing of their characters to the best of their ability.

If there are any questions concerning rules interpretation or procedure, or comments suggestions about articles, please address them to "Beginner's Brew," care of *Different Worlds.*

A STAR TREK Scenario Report



KIRK ON KARIT 2

R. BARGER '78

by Emmet F. Milestone

At a time prior to imposition of the Organian Peace, the United Federation of Planets and the Klingon Empire are enjoying a period of cold war instead of their regular open hostilities. Reports have filtered back to Star Fleet Headquarters concerning some unusual activities in one of the outlying sectors of the frontier, and the high command suspects the Klingons of perfidiously exploiting the precarious truce to their own advantage.

The Enterprise *has been sent out with orders to investigate the situation, and to discourage the Klingons from trying any monkey business, but the voyage is uneventful until the starship reaches Karit II, a small earth-like planet near the edge of the galaxy. Here, routine scans show the presence of billions of life-forms and indicate unusual geological disturbances in progress. Spock runs a more detailed scan, pin-pointing the source of the disturbances, and learns that the world will be destroyed within twenty-four hours if nothing is done to save it!*

So began the *Star Trek* scenario I ran for a few friends at DunDraCon IV. A couple of weeks before the convention, some old dungeon-mates of mine let me know they were coming out to the Bay Area for the weekend of the con, and some other friends, who were Trekkies but not gamers, were expressing interest in finding out what role-playing mania is all about, so I picked up a copy of Heritage's *Star Trek* rules and started developing a game. The first thing I had to do was to digest the rules, which were written by Michael J. Scott and comprise a forty page, 8½"x11" booklet.

The *Star Trek* adventure game is divided into three sections, a set of basic rules, a pair of scenarios, and about twenty pages of information charts and rule expansions that allow for more advanced play. The basic rules are just what the work implies . . . basic . . , but they are complete. They were deliberately written on a simple level, since Heritage intends these rules for newcomers to the hobby, but the author has eliminated much of the guesswork found in earlier RPGs as to how the parts fit together. A section on preparing to play and explanations of the six very familiar characteristics opens up the basic segment of the rules, followed by movement, hand-to-hand, and ranged combat rules, a sequence of play for the "action phase," and a list of twenty personalities along with their characteristic values. This segment also includes some brief descriptions of *Star Trek* equipment and an example of play. The Advanced segment contains rules for creating original characters, a list of lifeforms and their characteristics from the TV series, advanced combat rules, and a more extensive list of equipment.

The scenario presented in the book didn't inspire me, since their plots seemed very limited in scope compared to the average *Star Trek* episode, and I knew that some of my players would be savvy dungeoneers who could breeze right through the given situation. I was going to have to be inventive!

Kirk has Spock run a survey scan of the space surrounding Karit II. The sensors show the presence of a Klingon scout and an entirely alien vessel which appears to be a derelict from its utter silence on all the EM bands. Kirk decides that investigation of the geological disturbances has top priority, so he leaves Scotty in charge of the Enterprise *and beams down to the planetary surface with Spock, McCoy, Lt. Uhura, and four security guards. The landing party materializes in front of the only entrance to a huge white dome.*

As the people of the starship accustom themselves to the new environment of Karit II, the great double doors of the dome burst open and a group of figures comes flying from within. Three giant humanoid insects are obviously pursuing the lead entity, an orange floroid resembling a carrot, all using jump harnesses. The insects open fire with their disruptors and scorch the plant-man, who dives for cover.

I wanted to play the game with miniature figures, since their visual appeal adds so much vitality. I could only afford a couple of packages of Federation figures and an equal number of Klingons at the time, so I pulled some *Star Guard* miniatures from my shelves and an idea for the scenario began to crystallize. The first figure that came to hand was a Terrellian I had painted to look like a carrot as a joke. I thought it would make a good NPC, but I needed some more heavies too. My attention wandered across to a horde of Dreenoi. What

could be heavier than swarms of the all-devouring insect warriors? I got busy writing stats.

KARITAN ALPHA

Strength 11
Dexterity 12
Luck 16
Mentality 12
Charisma 12
Constitution 16
Equipment
Disruptor
Jump Harness
Class 0 Hand-to-Hand
Plus 0 to Initiation
Plus 0 to Hand-to-Hand

DREENOI BRAIN BUG

Strength 8
Dexterity 6
Luck 9
Mentality 15
Charisma 14
Constitution 13
Equipment
Disruptor
Jump Harness
Class 4 Hand-to-Hand
Minus 3 from Initiation
Plus 0 in Hand-to-Hand

DREENOI WARRIOR

Strength 17
Dexterity 6
Luck 7
Mentality 9*
Charisma 3
Constitution 13
* If Brain Bug is dead, warrior Mentality is only 3.
Equipment
Disruptor
Jump Harness
Class 3 Hand-to-Hand
Minus 3 from Initiation
Plus 5 in Hand-to-Hand

The members of the landing party, good Scouts that they are, come to the aid of the underdog and bring down the Dreenoi with Phaser-fire. After Doc McCoy uses his medical scanner and medikit to repair the plant-man's damage, Captain Kirk interrogates the alien through Lt. Uhura and her universal translator. Ages ago, an alien race terraformed Karit II and set up a genetic experiment to observe the evolution of intelligence in hypocotyl radicles. Instead of maintaining a constant vigil over the experiment themselves, the aliens accelerated the evolutionary process for a select group of the plants and left them charge of the Planetary Geological Control Computer. Even though the original experimenters are now long gone beyond recall, the elite group of Karitans were able to maintain healthy conditions on their planet for the benefit of their non-sentient relatives until a short time ago, when intruders came down from the sky, bringing death and destruction. The intelligent Karitans had believed them to be the original creators Karit II and welcomed them with open arms, but the aliens responded with open mandibles, and now Alpha is the sole surviving sentient Karitan. The Dreenoi have made their way into the Planetary Control Dome where they've found the electrical insulation and computer chips to be particularly delectable, playing havoc with the planet's stability.

Captain Kirk is for plunging directly into the dome and saving the planet, but the Karitan warns him that it won't be an easy thing to do. Traffic within the dome is regulated by a systems of computer controlled, one-way pass-walls and transport rooms which the Dreenoi have also put out of whack. Even with Alpha's guidance, simply moving through the interior of the dome will be uncertain and dangerous.

The fact that the game was intended only as a single scenario, and not as the setting for an extended campaign dictated that the "place of mystery" would have to be fairly simple, so I went through my file of old dungeons looking for a suitable floor-plan. Two-and-a-half years ago, I drew up a small map-maker's puzzle which I called the Hole of the Lost, and it seemed most appropriate. It was composed of five identical and two odd "room-passage complexes" linked by one-way pass-walls and random teleport rooms in such a way that adventurers could hardly ever tell exactly where they were. My secret reference map is on a single sheet of graph paper, but none of my players have ever been able to discover the dungeon's true extent. I drew up a new population sheet and converted the Hole of the Lost into the Karit II Planetary Control Dome. For added color, I drew floor plans of the *Enterprise's* bridge and transporter room on sheets of graph paper at a scale of five feet to the inch.

The scenario, as it was shaping up in my mind, suggested three possible objectives that the characters could go af-

ter inside the dome. The most important, of course, would be the Geological Control Computer, so I located this device in the least accessible room. The other objectives were the Dreenoi Brain Bug, whose death would render the marauding insects ineffective, and the Transport Control Computer, which would eliminate the uncertainty of using the transport rooms if it could be repaired. I placed these secondary objectives in the next least accessible rooms in different parts of the complex. I then used standard populating techniques to distribute groups of Dreenoi warriors and Klingons throughout the dome.

The party from the Enterprise *arrives in front of another shut door, and again Spock's tricorder scan indicates the presence of life-forms in the room beyond. Expecting yet another squad of insect warriors, Kirk orders the security guards to charge in as soon as the door opens, Phasers blazing!*

The guards dash in to a dimly lit hall containing many pillars and open fire on the figures they see among the columns. By the time the Federation personalities get into the room, a gun battle is raging between their own force and the first band of Klingons encountered during the adventure. Caught by surprise, the Klingons are at a disadvantage, and are reduced to a female lieutenant and a wounded soldier before Kirk can bring the fighting to an end.

The officers of the Enterprise *attempt to question the Klingon soldier, who remains surly and unco-operative, but the interrogation of the woman is a different matter. Smitten by Captain Kirk's charm, she falls in love with him and volunteers everything he wants to know. The Klingon high command had also received reports of irregular activities on the frontier and had sent the scout ship to investigate, suspecting the Federation of some devious maneuver. Neither side had encountered the Dreenoi before Karit II, and the Klingons would have joined forces with the Federation to combat the alien menace if they had been approached peacefully. McKoy asks Kirk if he's okay, while the captain contemplates explaining to a review board why his men shot down the leading officers of a temporarily friendly vessel.*

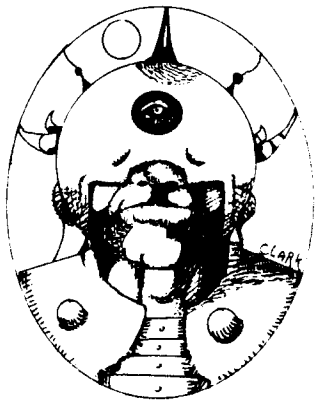
The Klingon soldier still refuses to co-operate, so his hands are bound and the party continues on its quest for the Geological Control Computer.

For a week before the game was played, I was fairly careless with Klingon figures and information while I kept the Dreenoi miniatures and stats carefully out of sight. I wanted to build an authentic suspicion of the Klingons in the minds of my players, and spring the true enemy on them as a surprise. Unfortunately, my ploy worked too well! If I had been a screen writer instead of game-master, things would have turned out differently (after the commercial) by a hair's breadth, but TV is TV and games are games.

Apart from the fact that the *Star Trek* adventure game leaves out any rules governing space flight and operation of the *Enterprise*, its most glaring omission is its lack of provision for the romantic entanglements the characters inevitably get into. I drafted the following rules to spice things up.

FALLING IN LOVE

When a personality character meets a strange personality character of the opposite sex for the first time, a Romance



Roll must be made for each of them. Romance Rolls are made in accordance with the following procedure:

1. Romance Rolls are made in order of the characters' Charismas, with rolls for the highest characters being made first.

2. The player rolls 4D6 and adds his/her character's Luck modifier. If the sum obtained is less than the Charisma of the opposite sex, the first character has fallen in love. Note that Kirk has no luck in love, so his Luck modifier is never added in a Romance Roll.

3. A character will not fall in love with more then one character of the opposite sex during the course of a single adventure.

4. If, during the course of a single adventure, a character of one sex has already fallen in love, the game-master rolls 1D6. A score of three or more indicates that no more characters of that sex will fall in love during the scenario, except as the result of a successful Pass.

MAKING A PASS

When one character is in love with another character, the first character will try to make a Pass at the beloved character as soon as a convenient opportunity arises. Passes are made in accordance with the following procedure:

1. The player announces that his/her character is making a Pass at the beloved and rolls 1D6. The player then adds the character's Charisma and Luck modifiers to the die score.

2. The player controlling the beloved character rolls 1D6 and adds the character's Mentality and Luck modifiers to his/her die score.

3. If the number obtained for the beloved character in step 2. is less then the number obtained for the Passing character in step 1., the Pass is successful and the beloved character falls in love with the Passing character.

4. Note again that Kirk never luck in love, and can't add his Luck modifier to these scores either.

5. Passes can be made by characters who are not in love in order to achieve their own ends.

Our party of adventurers fights its way past several more groups of Dreenoi warriors and finally arrives at the Geological Control Computer. While the others provide cover, Mr. Spock applies his uncanny expertise to repairing the damaged machine. With only seconds to spare, the Vulcan save the lives of billions of carrots!

Star Trek rules and figures are produced by Heritage Models, Inc.; 9840 Monroe Drive, Bldg. 106; Dallas, Texas 75220

Star Guard rules and figures are produced by McEwan Miniatures; 840 West 17th South; Salt Lake City, Utah 84104

Star Trek Blueprints are produced by Ballentine Books; a division of Random House, Inc.; 201 East 50th Street; New York, New York 10022

Enchanted Weapons Table

By John T. Sapienza, Jr.

The purpose of this table is to help you produce interesting and unique magical weapons for use in fantasy gaming. By unique, I mean that they do not come with the same combinations of characteristics and powers every time you roll one up (as distinguished from truly unique artifacts, or "GM specials," produced with deliberately chosen factors for special purposes). To achieve this result, I have modularized the factors that make up each type of magical power found in a weapon, to the extent this was possible, letting you roll for combinations of characteristics for each individual weapon: type, color, special powers, and so forth. Admittedly, this does require additional effort to roll up. But I feel that the results are worth the work in the interesting items this system produces.

This article is the first of a projected series of Magic Treasure Tables, and is numbered as such. The subtables are each numbered distinctly to allow me to cross reference between tables, as well permitting exact references to each subtable in the notes that follow. Because of the length of the explanatory notes that go with this table, and to make the table more convenient to run through, I have moved the notes to the end of the table. You will notice that I have given ranges and effects in metric terms. For those of you who are not yet accustomed to metrics, here is a translation: 1 meter is approximately 3' 3"; 2 m is 6' 6"; 3 m is 10'; 10 m is 33'; 20 m is 66'.

To use this table, you will need 1D12 (a single 12-sided die), 1D20, and 3D10 to produce the various number ranges required. D100 is produced by rolling two D10s and reading one as "tens" and reading the other as "ones." D1000 is produced by rolling three D10s and reading one as "hundreds," one as "tens" and one as "ones." Anyone who has a set of polyhedral dice and a set of percentage dice can use the D10 from the first and the two D10s that make up the second to get the three D10s needed for this. Or buy a set of red, white and blue D10s from Lou Zocchi, 01956 Pass Road, Gulfport, MS 39501, if you want something more colorful (different colored dice do make it easier to remember which die stands for which digit).

This table was designed for use in high magic games like *D&D* and its many variants, more than for low magic games such as *RuneQuest* (although it might be interesting in some of its variants). The table and its explanatory notes first appeared in issue 32 of *The Wild Hunt*, and is copyright © 1978 by the author.

TABLE 1: HAND WEAPONS

This section was originally written as a sword table, and some of the factors in the subtables still refer to swords. I have left these as they were because most of the weapons on this table will still be swords or daggers (62%). For other types of weapon, simply make a substitution in terms.

TABLE 1:1. PHYSICAL DESCRIPTION OF WEAPON.

Table 1:1:1. Weapon Type, Size, Shape, and Damage Done. D1000:

001-040	Dagger, Straight Blade, D4
041-060	Dagger, Curved Blade, D4
061-070	Dagger, Wavy Blade, D4
071-130	Short Sword, Straight Blade, D6
131-170	Short Sword, Curved Blade, D6
171-190	Short Sword, Wavy Blade, D6
191-390	Longsword, Straight Blade, D8
391-460	Longsword, Curved Blade, D8
461-500	Longsword, Wavy Blade, D8
501-522	Bastard (1½ H) Sword, Str., D8+1
523-534	Bastard (1½ H) Sword, Crvd, D8+1
535-540	Bastard (1½ H) Sword, Wavy, D8+1
541-580	DH Sword, Straight Blade, D10
581-600	DH Sword, Curved Blade, D10
601-620	DH Sword, Wavy Blade, D10
621-660	Quarterstaff, D6
661-720	Hand/Throwing Hammer, D6
721-740	DH Hammer, D8
741-800	Mace, D6
801-820	DH Mace (Maul), D8
821-840	Flail, D8
841-860	Morning Star, D8
861-880	Military Pick, D6
881-920	Hand Ax, Single Blade, D6
921-940	Hand Ax, Double Blade, D6+1
941-965	DH Battleax, Single Blade, D8+1
966-980	DH Battleax, Double Blade, D10
981-995	Spear, D6
996-000	Lance, D8 (Or Pole Arm)

Table 1:1:2. Weapon Color and Finish. D1000:

001-170	Steel, Shiny
171-250	Steel, Dull
251-310	Iron, Shiny
311-340	Iron, Dull
341-400	Copper, Shiny
401-430	Copper, Dull
431-490	Brass, Shiny
491-520	Brass, Dull
521-580	Bronze, Shiny
581-610	Bronze, Dull
611-650	Silver, Shiny
651-670	Silver, Dull
671-690	Gold, Shiny
691-700	Gold, Dull
701-707	Mithril, Shiny
708-710	Mithril, Dull
711-730	Red Metal, Shiny
731-740	Red Metal, Dull
741-760	Orange Metal, Shiny
761-770	Orange Metal, Dull
771-790	Yellow Metal, Shiny
791-800	Yellow Metal, Dull
801-820	Green Metal, Shiny
821-830	Green Metal, Dull
831-850	Blue Metal, Shiny
851-860	Blue Metal, Dull
861-880	Purple Metal, Shiny
881-890	Purple Metal, Dull
891-910	White Metal, Shiny
911-920	White Metal, Dull
921-940	Black Metal, Shiny
941-950	Black Metal, Dull
951-955	Red Crystal
956-960	Orange Crystal
961-965	Yellow Crystal
966-970	Green Crystal
971-975	Blue Crystal
976-980	Purple Crystal
981-985	White Crystal
986-990	Black Crystal
991-995	Transparent Crystal
996-000	Invisible Substance

Table 1:1:3. Distinguishing Features. D1000:

001-800	None
801-815	Inlaid with Silver
816-830	Inlaid with Gold
831-845	Inlaid with Mithril
846-855	Jeweled: Diamond
856-865	Jeweled: Emerald
866-875	Jeweled: Pearl
876-885	Jeweled: Ruby
886-895	Jeweled: Sapphire
896-905	Figure: Bird
906-915	Figure: Cat
916-925	Figure: Claw
926-935	Figure: Dragon
936-945	Figure: Eye
946-955	Figure: Skull
956-965	Figure: Snake
966-975	Figure: Spider
976-985	Figure: Wolf
986-995	Runes/Writing
996-000	Roll Twice (Reroll "996-000" Rolls)

TABLE 1:2. BASIC ENCHANTMENT ON WEAPON.

Table 1:2:1. Magical, Holy, or Cursed, and Basic Plus/Minus to Hit. D1000:

001-010	-2 Magical	851-855	0 Holy	909-920	-3 Cursed
010-040	-1 Magical	856-875	+1 Holy	921-945	-2 Cursed
041-100	0 Magical	876-888	+2 Holy	946-980	-1 Cursed
101-600	+1 Magical	889-894	+3 Holy	981-992	0 Cursed
601-750	+2 Magical	895-898	+4 Holy	993-997	+1 Cursed
751-820	+3 Magical	899	+5 Holy	998-999	+2 Cursed
821-845	+4 Magical	900	Variable Plus, Holy	000	Variable Plus, Cursed
846-848	+5 Magical	901-902	-5 Cursed		
849-850	Variable Plus, Magical	903-908	-4 Cursed		

Table 1:2:2. Holy Weapon's Antimagic Protection. D1000:

001-670 Protects Holder Only; Works Only for Champion Classes
671-830 Protects 3 m Sphere; Works Only for Champion Classes
831-910 Protects 6 m Sphere; Works Only for Champion Classes
911-950 Protects Holder & Reflects Magic 50% of Time; Works Only for Champion Classes
951-970 Protects 3 m Sphere & Reflects Magic 50%; Works Only for Champion Classes
971-985 Protects Holder Only; Works for All Classes
986-993 Protects 3 m Sphere; Works for All Classes
994-997 Protects 6 m Sphere; Works for All Classes
998-999 Protects Holder & Reflects Magic 50% of Time; Works for All Classes
000 Protects 3 m Sphere & Reflects Magic 50%; Works for All Classes

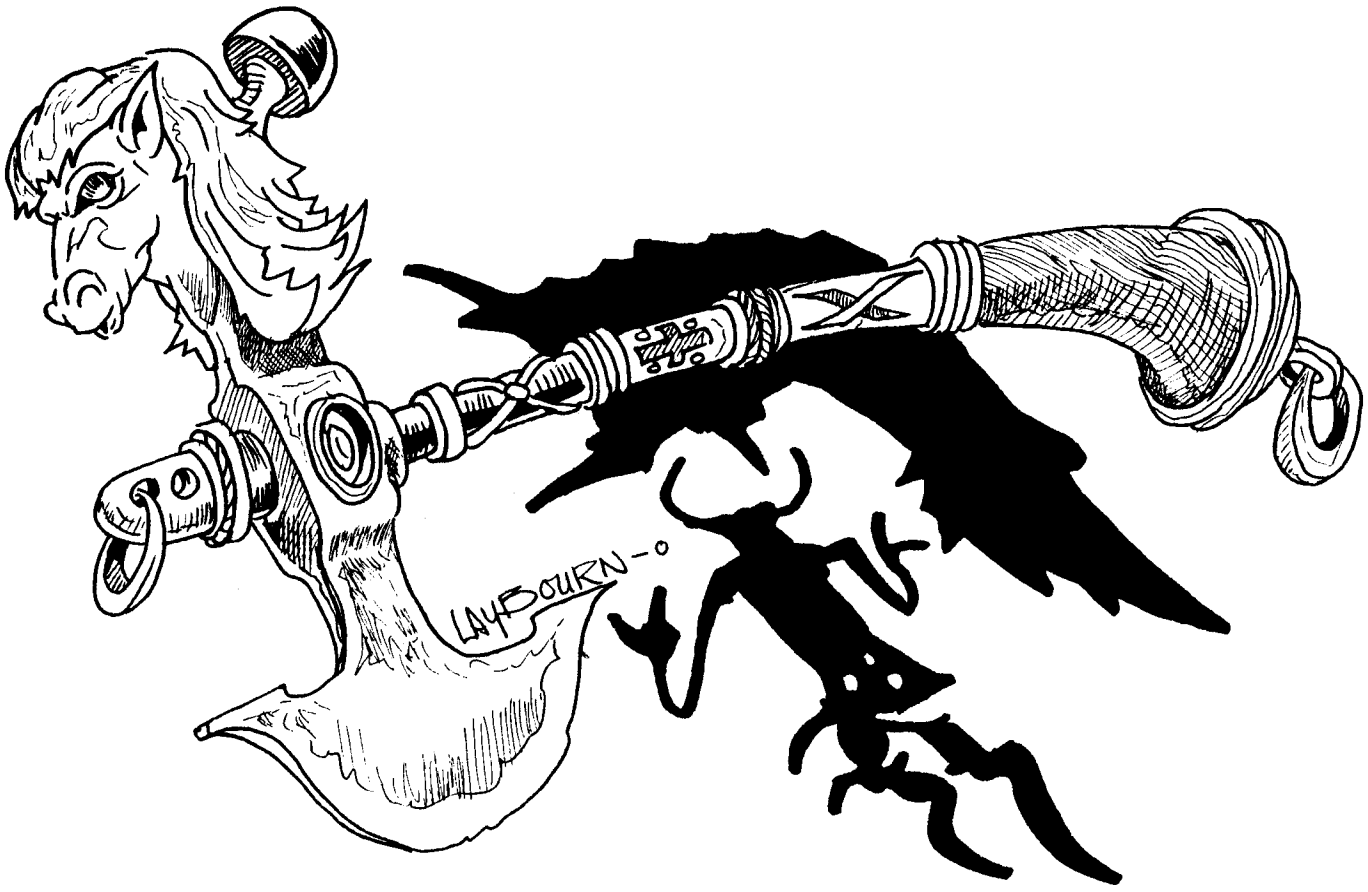


Table 1:2:3. Nature of Curse(s). D1000:

001-024	Roll Once on Table 1:3 for additional *Minus* to Hit and Damage Opponent Class
025-042	Roll Twice on Table 1:3
043-054	Roll Three Times on Table 1:3
055-060	Roll Four Times on Table 1:3
061-072	Parries Poorly: -1 on Armor Protection vs. Normal Hand Weapons
073-081	Parries Poorly: -2 on Armor Protection vs. Normal Hand Weapons
082-087	Parries Poorly: -3 on Armor Protection vs. Normal Hand Weapons
088-090	Parries Poorly: -4 on Armor Protection vs. Normal Hand Weapons
091-102	Dodges Poorly: -1 on Armor Protection vs. Normal Missiles
103-111	Dodges Poorly: -2 on Armor Protection vs. Normal Missiles
112-117	Dodges Poorly: -3 on Armor Protection vs. Normal Missiles
118-120	Dodges Poorly: -4 on Armor Protection vs. Normal Missiles
121-132	Magic Weapon Susceptible: -1 on Armor Protection
133-141	Magic Weapon Susceptible: -2 on Armor Protection
142-147	Magic Weapon Susceptible: -3 on Armor Protection
148-150	Magic Weapon Susceptible: -4 on Armor Protection
151-162	Cold Susceptible: -1 on Saving Throws
163-171	Cold Susceptible: -2 on Saving Throws
172-177	Cold Susceptible: -3 on Saving Throws
178-180	Cold Susceptible: -4 on Saving Throws
181-192	Dragon Breath Susceptible: -1 on Saving Throws
103-201	Dragon Breath Susceptible: -2 on Saving Throws
202-207	Dragon Breath Susceptible: -3 on Saving Throws
208-210	Dragon Breath Susceptible: -4 on Saving Throws
211-222	Fire Susceptible: -1 on Saving Throws
223-231	Fire Susceptible: -2 on Saving Throws
232-237	Fire Susceptible: -3 on Saving Throws
238-240	Fire Susceptible: -4 on Saving Throws
241-252	Lightning Susceptible: -1 on Saving Throws
253-261	Lightning Susceptible: -2 on Saving Throws
262-267	Lightning Susceptible: -3 on Saving Throws
268-270	Lightning Susceptible: -4 on Saving Throws
271-282	Paralyzation Susceptible: -1 on Saving Throws (Use ST vs. Poison Table)
283-291	Paralyzation Susceptible: -2 on Saving Throws
292-297	Paralyzation Susceptible: -3 on Saving Throws
298-300	Paralyzation Susceptible: -4 on Saving Throws
301-312	Poison Susceptible: -1 on Saving Throws
313-321	Poison Susceptible: -2 on Saving Throws
322-327	Poison Susceptible: -3 on Saving Throws
328-330	Poison Susceptible: -4 on Saving Throws
331-342	Stone Susceptible: -1 on Saving Throws
343-351	Stone Susceptible: -2 on Saving Throws
352-357	Stone Susceptible: -3 on Saving Throws
358-360	Stone Susceptible: -4 on Saving Throws
361-372	Spell & Artifact Susceptible: -1 on Saving Throws
373-381	Spell & Artifact Susceptible: -2 on Saving Throws
382-387	Spell & Artifact Susceptible: -3 on Saving Throws
388-390	Spell & Artifact Susceptible: -4 on Saving Throws
391-402	Generally Susceptible: -1 on All Saving Throws
403-411	Generally Susceptible: -2 on All Saving Throws
412-417	Generally Susceptible: -3 on All Saving Throws
418-420	Generally Susceptible: -4 on All Saving Throws
421-432	Loss of -1 Point of Effective Strength
433-441	Loss of -2 Points of Effective Strength
442-447	Loss of -3 Points of Effective Strength
448-450	Loss of -4 Points of Effective Strength
451-462	Loss of -1 Point of Effective Dexterity
463-471	Loss of -2 Points of Effective Dexterity
472-477	Loss of -3 Points of Effective Dexterity
478-480	Loss of -4 Points of Effective Dexterity
481-492	Loss of -1 Point of Prime Requisite
493-501	Loss of -2 Points of Prime Requisite
502-507	Loss of -3 Points of Prime Requisite
508-510	Loss of -4 Points of Prime Requisite
511-540	Intense Fear of One Class on Table 1:3:2 (Save vs. Magic or Flee)
541-560	Intense Fear of Two Classes on Table 1:3:2 (Save vs. Magic or Flee)
561-590	Fumble on All Natural "01" Attack Rolls
591-605	Fumble on All Natural "01-02" Attack Rolls
606-640	Never Make a Critical Hit
641-675	Damage Susceptible: Enemy Always Makes a Critical Hit on Natural "20"s
676-710	Careless: All Detects Are -50% (Even with Artifacts)
711-745	Absentminded: Surprized 50% of the Time on Encounters
746-780	Clumsy: Set Off Traps 50% of the Time
781-815	Slow: Move at ½ Normal Speed
816-850	Bad First Impression: -5 (25%) on Reaction Rolls
851-880	Annoying: Monsters Always Attack
881-900	Gloryseeker: Insists on Being in the Front of Every Attack
901-920	Killcrazy: Insists on Attacking All Monsters
921-930	Jealous Weapon (10% Chance of Attacking Party Members Holding Magic Weapons During Melee. Roll a D20 Every Melee Round; On a "01-02", the Weapon Attacks (Right on "01", Left on "02" if More than one Target). After an Attack on a Party Member in One Melee Round, the Weapon Will Return to Attacking the Enemy (Just One Swing, in Other Words) Until Next Time.)
931-940	Confused During Melee (Like Spell)
941-950	Change Alignment to That of Weapon (Save vs. Magic First Time or Change)
951-980	Roll Twice on This Table (Reroll "951-000" Rolls)
981-995	Roll Three Times on This Table (Reroll "951-000" Rolls)
996-000	Roll Four Times on This Table (Reroll "951-000" Rolls)

TABLE 1:3. ADDITIONAL PLUSES TO HIT AND DAMAGE VS. SPECIFIC OPPONENT CLASSES

Table 1:3:1. Number of Specific Opponent Classes. D20:

01-10	None
11-14	One
15-17	Two
18-19	Three
20	Four

Table 1:3:2. Specific Opponent Classes, and Specific Pluses to Hit and Damage. D1000:

001-015	+1 vs. Orcs (Elves)
016-025	+2 vs. Orcs (Elves)
026-030	+3 vs. Orcs (Elves)
031-045	+1 vs. Trolls (Dwarves)
046-055	+2 vs. Trolls (Dwarves)
056-060	+3 vs. Trolls (Dwarves)
061-075	+1 vs. Boggies (Hobbits)
076-085	+2 vs. Boggies (Hobbits)
086-090	+3 vs. Boggies (Hobbits)
091-105	+1 vs. Fighters
106-115	+2 vs. Fighters
116-120	+3 vs. Fighters
121-135	+1 vs. Clerics
136-145	+2 vs. Clerics
146-150	+3 vs. Clerics
151-165	+1 vs. Magic Users
166-175	+2 vs. Magic Users
176-180	+3 vs. Magic Users
181-195	+1 vs. Thieves
196-205	+2 vs. Thieves
206-210	+3 vs. Thieves
211-225	+1 vs. Bards
226-235	+2 vs. Bards
236-240	+3 vs. Bards
241-255	+1 vs. Lycanthropes
256-265	+2 vs. Lycanthropes
266-270	+3 vs. Lycanthropes
271-285	+1 vs. Giants
286-295	+2 vs. Giants
296-300	+3 vs. Giants
301-315	+1 vs. Dragons
316-325	+2 vs. Dragons
326-330	+3 vs. Dragons
331-345	+1 vs. Undead
346-355	+2 vs. Undead
356-360	+3 vs. Undead
361-375	+1 vs. Demons (Demigods)
376-385	+2 vs. Demons (Demigods)
386-390	+3 vs. Demons (Demigods)
391-405	+1 vs. Felines
406-415	+2 vs. Felines
416-420	+3 vs. Felines
421-435	+1 vs. Canines
436-445	+2 vs. Canines
446-450	+3 vs. Canines
451-465	+1 vs. Bears
466-475	+2 vs. Bears
476-480	+3 vs. Bears
481-495	+1 vs. Cattle
496-505	+2 vs. Cattle
506-510	+3 vs. Cattle
511-525	+1 vs. Horses
526-535	+2 vs. Horses
536-540	+3 vs. Horses
541-555	+1 vs. Snakes/Worms
556-565	+2 vs. Snakes/Worms
566-570	+3 vs. Snakes/Worms
571-585	+1 vs. Reptiles
586-595	+2 vs. Reptiles
596-600	+3 vs. Reptiles
601-615	+1 vs. Insects
616-625	+2 vs. Insects
626-630	+3 vs. Insects
631-645	+1 vs. Small Animals
646-655	+2 vs. Small Animals
656-660	+3 vs. Small Animals
661-675	+1 vs. Large Animals
676-685	+2 vs. Large Animals
686-690	+3 vs. Large Animals
691-705	+1 vs. Small Flying Creatures
706-715	+2 vs. Small Flying Creatures
716-720	+3 vs. Small Flying Creatures
721-735	+1 vs. Large Flying Creatures
736-745	+2 vs. Large Flying Creatures
746-750	+3 vs. Large Flying Creatures
751-765	+1 vs. Small Aquatic Creatures
766-775	+2 vs. Small Aquatic Creatures
776-780	+3 vs. Small Aquatic Creatures
781-795	+1 vs. Large Aquatic Creatures
796-805	+2 vs. Large Aquatic Creatures
806-810	+3 vs. Large Aquatic Creatures
811-825	+1 vs. Monsters that Paralyze Victims
826-835	+2 vs. Monsters that Paralyze Victims
836-840	+3 vs. Monsters that Paralyze Victims
841-855	+1 vs. Monsters that Stone Victims
856-865	+2 vs. Monsters that Stone Victims
866-870	+3 vs. Monsters that Stone Victims
871-885	+1 vs. Monsters that Dissolve Victims
886-895	+2 vs. Monsters that Dissolve Victims
896-900	+3 vs. Monsters that Dissolve Victims
901-915	+1 vs. Psychic Monsters
916-925	+2 vs. Psychic Monsters
926-930	+3 vs. Psychic Monsters
931-945	+1 vs. Etherial Monsters
946-955	+2 vs. Etherial Monsters
956-960	+3 vs. Etherial Monsters
961-975	+1 vs. All Enchanted Monsters
976-985	+2 vs. All Enchanted Monsters
986-990	+3 vs. All Enchanted Monsters
991-996	+1 vs. All Opponents
997-999	+2 vs. All Opponents
000	+3 vs. All Opponents

TABLE 1:4. SPECIAL POWERS OF WEAPON.

Table 1:4:1. Number of Special Powers. D20:

01-16	None
17-19	One
20	Two

Table 1:4:2. Type of Special Powers. D1000:

001-150	Never Fumble
151-275	Larger Damage Die
276-375	Damage Plus Points
376-381	Damage: Two Dice
382-384	Damage: Three Dice
385	Damage: Four Dice
386-435	Full Damage
436-459	Full Damage Plus Points
460-462	Full Damage: Two Dice
463-464	Full Damage: Three Dice
465	Full Damage: Four Dice
466-515	Critical Hit on Natural "20"
516-535	Critical Hit on Natural "20" or on 4 More than Required to Hit
536-550	Critical Hits Do Double Damage Than Normal
551-560	Critical Hits Always Kill
561-565	Critical Hit That Always Kills on Natural "20"
566-575	Sword of Heat
576-585	Sword of Cold
586-595	Sword of Shock
596-600	Sword of Fire
601-605	Sword of Ice
606-610	Sword of Lightning
611-620	Flaming Sword
621-650	Charm Person Sword
651-665	Charm Monster Sword
666-680	Paralyzing Sword
681-690	Stoning Sword
691-710	Sword of Confusion
711-730	Flying Sword
731-740	Demon Slaying Sword (See Table 1:4:2:1)
741-780	Dragon Slaying Sword (See Table 1:4:2:2)
781-785	Air Elemental Slaying Sword
786-790	Earth Elemental Slaying Sword
791-795	Fire Elemental Slaying Sword
796-800	Water Elemental Slaying Sword
801-808	Salamander Slaying Sword
809-810	All Elemental Slaying Sword
811-816	Flesh Golum Slaying Sword
817-821	Clay Golum Slaying Sword
822-825	Stone Golum Slaying Sword
826-828	Iron Golum Slaying Sword
829-830	All Golum Slaying Sword
831-843	Hill Giant Slaying Sword
844-854	Stone Giant Slaying Sword
855-863	Frost Giant Slaying Sword
864-870	Fire Giant Slaying Sword
871-875	Cloud Giant Slaying Sword
876-878	Storm Giant Slaying Sword
879-880	All Giant Slaying Sword
881-897	Wererat Slaying Sword
898-909	Werewolf Slaying Sword
910-918	Wereboar Slaying Sword
919-924	Weretiger Slaying Sword
925-928	Werebear Slaying Sword
929-930	Lycanthrope Slaying Sword
931-947	Wight Slaying Sword
948-959	Wraith Slaying Sword
960-968	Mummy Slaying Sword
969-974	Spectre Slaying Sword
975-978	Vampire Slaying Sword
979-980	Undead Slaying Sword
981	Enchanted Monster Slaying Sword
982-983	Undead Destroying Sword
984-994	Returning Sword (See Table 1:4:2:3)
995-997	Hit Point Restoring Sword
998-999	Level Restoring Sword
000	Level Draining/Restoring Sword

Table 1:4:2:1. Demon Slaying. D100:

01-34	Succubi
35-49	Demon V
50-64	Demon I
65-74	Demon IV
75-84	Demon II
85-94	Demon III
95-99	Balrog
00	All Demons

Table 1:4:2:2a. *Greyhawk* Dragon Slaying. D100:

01-17	White
18-30	Black
31-40	Green
41-46	Blue
47-49	Red
50	Chromatic
51-66	Brass
67-79	Copper
80-89	Bronze
90-95	Silver
96-98	Golden
99	Platinum
00	All Dragons

Table 1:4:2:2b. Seligman Dragon Slaying. D100:

01-06	White
07-12	Black
13-17	Green
18-22	Blue
23-26	Red
27-29	Yellow
30-31	Violet
32	Chromatic
33-38	Turquoise
39-44	Pearl
45-49	Topaz
50-54	Jade
55-58	Sapphire
59-61	Emerald
62-63	Ruby
64	Diamond
65-70	Zinc
71-76	Brass
77-81	Copper
82-86	Bronze
87-90	Silver
91-93	Golden
94-95	Mithril
96	Platinum
97-99	Gray
00	All Dragons

Table 1:4:2:3. Returning Sword Table. Reroll for weapon type if the roll on Table 1:1:1 was for a weapon not on the table below.

D100	*Weapon Type*	*Returns to*	*Double Damage & No Return on D20 Roll*
01-10	Dagger, Straight Blade, D4	All Races	18-20
11-17	Dagger, Curved Blade, D4	All Races	18-20
18-20	Dagger, Wavy Blade, D4	All Races	18-20
21-26	Short Sword, Straight Blade, D6	Elves	19-20
27-29	Short Sword, Curved Blade, D6	Elves	19-20
30	Short Sword, Wavy Blade, D6	Elves	19-20
31-40	Mace, D6	Humans	20
41-65	Throwing Hammer, D6	Dwarves	20
66-75	Throwing Ax, Single Blade, D6	Dwarves	19-20
76-80	Throwing Ax, Double Blade, D6+1	Dwarves	19-20
81-00	Spear, D6	All Races	18-20

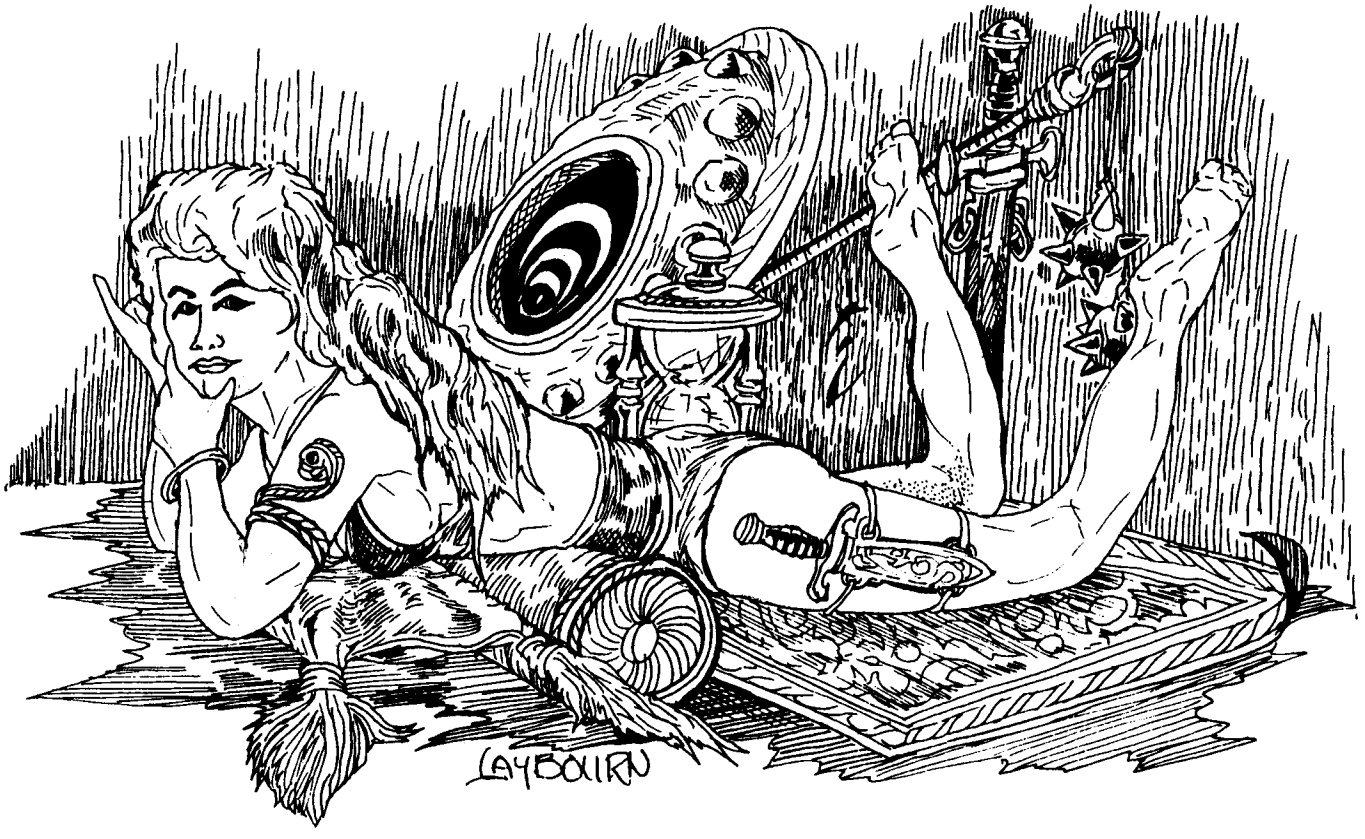


TABLE 1:5. INTELLIGENCE, EGO, AND ABILITIES.

Table 1:5:1. Intelligence and Ego. Roll 1D12 for intelligence, and read the weapon's number of abilities and communication capacity from Table 1:5:2. If the weapon's intelligence is 07-12, roll 1D12 for ego.

Table1:5:2. Number of Abilities, and Communication.

INT	*Basic Abilities*	*Special One*	*Special Two*	*Languages (From 1:5:2:1)*
1-6	None			None
7	One	3%		As Rolled
8	Two	6%		As Rolled +5%
9	Three	12%	3%	As Rolled +10%
10	Three	25%	6%	As Rolled +15%
11	Three	50%	12%	As Rolled +20%, Plus 50% Chance of Telepathy
12	Three	100%	25%	As Rolled +25%, Plus Telepathy

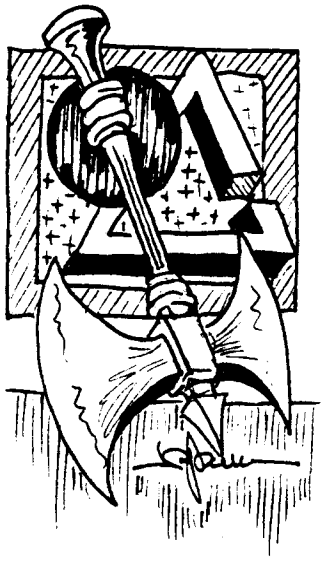


Table 1:5:2:1. Number of Languages. D100:

01-40	One
41-70	Two
71-90	Three
91-99	Four
00	Roll Twice (Reroll "00" Rolls)

Table 1:5:3. Basic Abilities. D1000:

001-040	Infravision +10 m Over Normal
041-080	See Invisible 75%
081-120	Detect Shifting Walls/Rooms 75%
121-160	Detect Sloping Passages 75%
161-200	Detect Secret Doors 75%
201-240	Detect Mechanical Traps 75%
241-280	Detect Mech. & Magic Traps 75/50%
281-320	Detect North Direction 75%
321-360	Detect Food/Water 75%
361-400	Detect Metal/Type 75/50%
401-440	Detect Gems/Type 75/50%
441-480	Detect Undead 75%
481-520	Detect Enemies/Evil 75%
521-560	Detect Stairs/Ramps 75%
561-600	Detect Magic 75%
601-640	Speak Languages 50%
641-680	Read Languages 35%
681-720	Read Magic 25%
721-760	Protection/Fire +4 ST/Magic
761-800	Protection/Cold +4 ST/Magic
801-840	Protection/Lightning +4 ST/Magic
841-880	Protection/Poison +4 ST/Poison
881-920	Protection/Lycanthropy +4 ST/Poison
921-960	Prot./Undead +4 ST/Magic vs. Lv. Dr.
961-970	Spellstorer (Table 1:5:4:1)
971-990	Roll Twice (Reroll "971-000" Rolls)
991-999	Roll Thrice (Reroll "971-000" Rolls)
000	Roll once on this table and once on the special abilities table.

Table 1:5:4. Special Abilities. D1000:

001-030	X-Ray Vision 75%
031-060	Clairaudience 75%
061-090	Clairvoyance 75%
091-120	E.S.P. 75%
121-150	Telepathy 75%
151-180	Telekinesis 75%
181-210	Teleportation 75%
211-240	Detect Life 75%
241-270	Detect Poison 75%
271-300	Detect Illusion 75%
301-330	Detect Alignment 75%
331-360	Speak Languages 90%
361-390	Read Languages 70%
391-420	Read Magic 50%
421-450	Levitation 50%
451-480	Flying 25%
481-510	Charismatic +5/D20 Reaction Rolls
511-540	Perceptive +4/D20 Detect Rolls
541-570	Protection/Fear +4 ST/Magic
571-600	Protection/Confusion +4 ST/Magic
601-630	Protection/Charm-Hold +4 ST/Magic
631-640	Protection/Magic +4 ST/Magic
641-670	Protection/Disease +4 ST/Poison
671-700	Protection/Paralyzation +4 ST/Poison
701-730	Protection/Stoning +4 ST/Stone
731-760	Protection/Dragon Breath +4 ST/Dr. Br.
761-780	Strength (Once/day for 10 game turns)
781-800	Haste (Once/day for 10 game turns)
801-820	Protection/Magic Weapons
821-840	Lifekeeping
841-850	Undead Dispelling
851-860	Healing
861-870	Regeneration
871-880	Spell Turning 50%
881-970	Spellstorer (Table 1:5:4:1)
971-985	Roll once on this table and once on the basic abilities table.
986-995	Roll Twice (Reroll "986-000" Rolls)
996-000	Roll Thrice (Reroll "986-000" Rolls)

Table 1:5:4:1. Spellstorer Abilities.

Table 1:5:4:1:1. Number of Spells. D100:

01-50	One
51-80	Two
81-93	Three
94-97	Four
98-99	Five
00	Cyclical

Table 1:5:4:1:2. Spell Order. D100:

01-36	First
37-51	Second
52-64	Third
65-75	Fourth
76-84	Fifth
85-91	Sixth
92-96	Seventh
97-99	Eighth
00	Ninth

Table 1:5:4:1:3. Type of Spell.

Table 1:5:4:1:3a. Sharp Weapons. D100:

01-65	Magical
66-70	Illusionist
71-95	Clerical
96-00	Druidical

Table 1:5:4:1:3b. Blunt Weapons. D100:

01-25	Magical
26-30	Illusionist
31-95	Clerical
96-00	Druidical

TABLE 1:6. ALIGNMENT OF WEAPON.

Table 1:6:1. Magical and Cursed Weapons. D20:

01-05	Lawful
06-10	Neutral
11-15	Chaotic
16-20	Unaligned

Table 1:6:1:1. Alternative Rule for Weapons with No Special Power and Intelligence 1-6. D20:

01-03	Lawful
04-06	Neutral
07-09	Chaotic
10-20	Unaligned

Table 1:6:2. Holy Weapons. D20:

01-15	Lawful
16-19	Chaotic
20	Neutral

NOTES ON TABLE 1

Weapon Purpose. I have dropped the purpose rules in the *D&D* rules from my modular enchanted weapons rules. They are too broad, being directed at entire alignments of monsters. And they are too potent, since they give what should be critical hit results (paralyzation or disruption) on any hit against a monster of the target alignment. Under my rules, a weapon does not have a purpose unless it has an enchantment directed at a specific class of opponent. Holy weapons have the purpose of attacking champion classes (Paladin, Saint, Magus, Herald) of the opposing alignment (lawful vs. chaotic, neutral vs. both lawful and chaotic). Weapons with specific opponent classes from table 1:3 have the purpose to attack members of those classes. Slaying weapons have the purpose of attacking their target class. Undead destroying weapons have the purpose of attacking undead.

Table 1:1:1. This contains several weapons not on the standard equipment list, with my estimate of the damage they can be expected to do. I have given a bit of extra damage to double-bladed axes as compared with single-bladed ones on the theory that they will bite deeper because of their extra mass. The "996-000" category is a pick-it-yourself group of long arms. If you roll up one of these, you get to choose your favorite pole arm (there are just too many of these to find room for each on this table).

Table 1:1:2. This table contains 95% metal weapons (71% specific metals, 24% unnamed colored metals) and 5% specials, of which all but the last are crystal. The invisible weapon (0.5%) can be of any substance you choose. The crystal weapons have precedents in fantasy literature, although if you roll one up, you may want to stop there and invent special characteristics for it on your own. Otherwise, treat it as if it were a metal weapon that looks different (translucent instead of opaque).

Table 1:1:3. You will have to use your imagination on these, depending on the type of weapon rolled. The figures would usually appear at the base of the grip on a sword, and could be there on most weapons, as is also true of jewels. But a flail with a claw figure could have claws as the tips of its whips, for example. Or a mace with a sapphire could consist of a metal handle with a giant jewel as its head. Think!

Table 1:2:1. This sets the basic character of the weapon: regular, cursed, or holy. The basic plus or minus to hit applies to all opponents. There is no extra damage versus all opponents—for extra damage, there must be a specific opponent class included in the enchantment. Note that even a -2 magical wea-

pon can be useful, since it will hit enchanted monsters (that can't be touched without a magical weapon), and it may have other useful powers help compensate for its ineptness in battle.

The *variable plus weapon* is just that–its plus to hit is a variable that depends on the armor protection of the opponent. These weapons are very rare (0.4%), and are designed to help the user against monster with high armor protection, so they are less powerful, in terms of effective plus to hit, against low armor protection monsters. Rather than expressing the hit probability as a series of pluses, however (which would have required a series of tables), treat the defender's armor rating as being lowered with respect to a variable plus weapon (VPW), depending on the class of VPW rolled.

D20 Roll For Type:	01-12	13-18	19-20
VPW Hits As Against:	Leather	Shield	Cloth

The number needed to hit on the alternative combat system table would be found in the column indicated, if this is lower than normal for the particular opponent. For example, a combat class 1 character would normally need a "17" to hit an opponent in plate and shield. With a VPW/L (one that rolled a "01-12"), the character would need a "12," making the VPW effectively +5 against that opponent. On the other hand, against an opponent in one of the three lowest categories of armor, the weapon would hit no better than usual, and thus against them (cloth, shield, leather) this VPW is effectively +0. Against a monster with a particularly tough hide, such as a dragon, against which the character would normally need a "19" to hit, with this VPW/L the character would hit on a "12," making the VPW effectively +7 against that monster.

Note that magical defense pluses, and dexterity pluses, also apply against a VPW. Against an opponent with a +2 defense for dexterity wearing chainmail and a +1 shield, the VPW /L would need a "12" +2 +1, or "15" to hit. In addition, variables to hit depending on the nature of the armor actually worn by the opponent (such as the *Greyhawk* weapons vs. armor modifications) still apply. Thus, if the VPW/L were a sword, it would hit against plate and shield at "14" instead of "12" for a combat class 1 character under the *Greyhawk* system. (A VPW/S would need a "13," and a VPW/C would need a "12" to hit.)

A *cursed weapon* is one that contains a detrimental enchantment. It may also have a beneficial enchantment, such as a plus to hit and damage a specific opponent class, or perhaps a special power. A curse is a magical trap, and may be detected as such by a character (non-spellusers need a "01" on a D20 to detect magical traps; spellusers need a "01-03"; both get an additional point in the range rolled on the D20 for every combat class attained by the character over the first), although the specific nature of the curse can only be learned by the use of a focused detect magic spell.

A curse can consist of one or both of two aspects. The first is a factor that becomes part of the character who picked up the cursed weapon. This characteristic remains with the character even if the cursed weapon is later lost. Thus, for example, a weapon with a fumble curse will cause the character to fumble readily even when using other weapons. The first aspect also changes the character's perception of values by making the cursed weapon the character's favorite possession, to be used to the exclusion of other, perhaps better, weapons that the character might have otherwise have acquired. Since this becomes part of the character's behavior, there is no struggle for control with the weapon on this subject, and it does not require any communication between the weapon and the character, so the weapon's degree of intelligence and ego does not matter. Only a remove curse spell will free the character from the first aspect of a curse.

The second aspect of a curse is a factor that is inherent in the weapon itself, and thus it is possible to be free of it by losing the weapon (involuntarily, though, since the character doesn't want to lose it). The only such factor in Table 1:2:3 is the Jealous Weapon ("921-930"), which has a tendency to take a swipe at anyone holding a magical weapon during melee with a fine disregard for the intentions of the character holding it. One of the nicest versions of this is a Jealous Weapon that has the power of flying from Table 1:4:2 ("711-730"), giving the weapon a greater range for its whimsy. You are free, of course, to invent other second aspect curses as you please. I concentrated my attention on first aspect curses to eliminate the problem of players trying to evade curses by having other characters forcibly separate the weapon from its holder.

A *holy weapon* is one that has been blessed by a god to fight on behalf of that god and the god's alignment group of gods. Any character that picks up a holy weapon of different alignment must save vs. magic, or change alignment to that of the weapon. A holy weapon has the purpose of attacking champion class characters of other alignments, in the hands of any character. In the hands of member of one of the champion classes a holy weapon gives protection against magic to the degree indicated in Table 1:2:2 (there are a few holy weapons (4%) that provide this protection to members of all classes, not only to champions). Note that the anti-magic protection only works while the character is actually holding the holy weapon. The champion classes are those who have dedicated themselves to the service of the gods of that alignment against those of other alignments. The main conflict is between the lawful gods and the chaotic gods over whose adherents will control the world. The neutral gods, a minority, seek to temper the conflict so as to prevent the war from destroying the world. The champion classes are Paladin (fighters), Saint (clerics), Magus (magic users), and Herald (bard).

TABLE 1:3. Weapons that have been enchanted with special pluses to hit vs. specific opponent classes also do extra damage on a hit against the opponent class of the same amount. Thus, for example, a sword +1 that is +1 vs. orcs is a total of +2 vs. orcs, and does one die of damage plus two points on a hit. If the weapon has an alignment, the additional pluses apply only to creatures of alignments different from the weapon's alignment. When alternative opponent classes are shown in parentheses in Table 1:3:2, the first class is that for lawful and neutral weapons, the second class is that for chaotic weapons, and unaligned weapons take both classes.

The categories for felines, canines, bears, cattle, horses, snakes/worms, reptiles, insects, animals, flying creatures, and aquatic creatures apply equally to (1) normal creatures of those types, (2) creatures that are unusual only beause they are smaller or larger than usual, (3) enchanted creatures of that type (such as werebeasts), and (4) monsters based on that type of creature (bears include owl bears, for example).

"Small" means human-sized or smaller (up to 2 m). "Large" means larger than human-sized (over 2 m). "Animals" includes intelligent animals (but does not include monsters based on animal types). "Flying monsters" includes any creature that can fly. "Aquatic monsters" includes any creature that lives in water (even though it can leave the water).

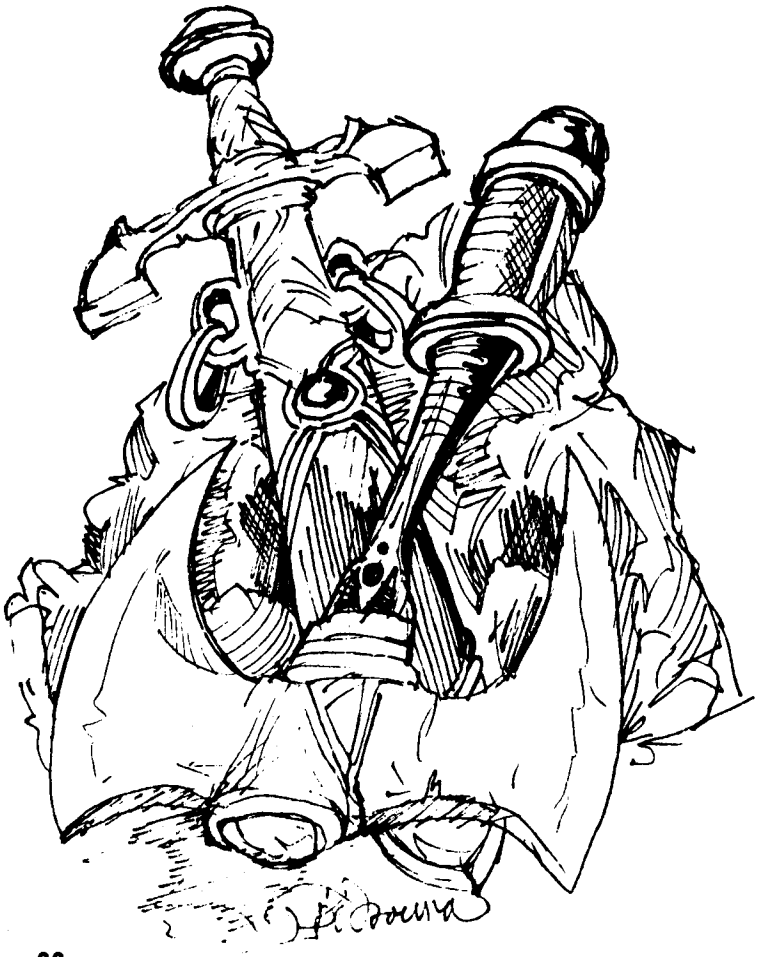
"Monsters that paralize victims" includes ghouls, purple worms, etc. "Monsters that stone victims" include medusae, basilisks, etc. "Monsters that dissolve victims" includes the entire cleanup crew. "Enchanted monsters" are those that require magic weapons to hit. A sword that has additional pluses to hit etherial monsters flickers in and out of phase during melee, and hits both normal and etherial monsters.

TABLE 1:4. A few magical weapons (20%) possess special powers independently of their abilities due to high intelligence. Thus, it is possible to have an unintelligent weapon that is enchanted with a special power. The special powers concerning fumbles and critical hits have no counterpart in the standard *D&D* rules, and so deserve comment. A fumble is basically a character missing so badly with an attack that he/she stumbles. There are a number of fumble tables in use, but I

haven't seen or developed any that I find fully satisfactory, so I suggest a simple fumble: On a roll of "01" (a natural roll meaning the number actually rolled, as distinguished from an adjusted roll) in an attack, roll the D20 a second time. If the character rolled over his/her dexterity (plus one point for every combat class over the first attained by the character), the character not only missed but dropped the weapon and loses the next melee round recovering it. For example, a 5th level fighter is combat class 2 (4th-6th levels), so with a dexterity of 12 there is an adjusted dexterity (for fumble determination) of 13, and the fighter would fumble on a D20 roll of "14-20." The *never fumble* weapon prevents a character using it from ever fumbling.

The critical hit is the opposite of a fumble: it is a hit that is extra effective. There are a number of good critical hit tables in use, but I suggest that anyone who wants a simple rule make a critical hit do double damage. A critical hit occurs if the attack roll was a natural "20," followed by a second roll equal to what that character needed to hit the opponent. This has a combat class referent built into it, since the second roll to hit requirement depends in part on the character's combat class. Special power weapons include some that affect critical hit results. The simplest ("466-515") does a critical hit on a natural "20" without a second critical hit determination roll. The next does a critical hit on a natural "20" or on four more than usually required to hit on the first roll, without a second critical hit roll ("516-535"). The next does critical hits that do double than normal ("536-550"). This would do either double the damage shown on the critical hit table you are using, or 4x damage under the simple rule of all critical hits doing double damage. The next ("551-560") does critical hits that always kill the opponent, if you make the natural "20" and the second critical hit roll. The last does a critical hit that always kills on a natural "20," without a second critical hit roll ("561-565").

The next group of special powers concern damage done. The larger damage die power means that, for example, a larger damage die dagger would do D6 damage instead of D4. The damage plus points power makes the weapon do a standard size die of damage plus extra points equal to the weapon's general plus to hit. There is a group of weapons that do damage of two, three, or four dice, which should be self-explanatory. The full damage weapons do a full die of damage on a hit; for example, a full damage mace would always do six points of damage (D6) when it hit. There is a group of weapons that do full damage of three, three, or four dice, also.



The *sword of heat* is an extra +1 to hit vs. cold-dwelling/using creatures, and its purpose is to attack them. It does one die of extra damage by heat on a roll of 4 more than required to hit, or on a "20" in case.

The *sword of cold* is an extra +1 to hit vs. heat-dwelling/using creatures, and its purpose is to attack them. It does one die of extra damage by cold on a roll of 4 more than required to hit, or on a "20" in any case.

The *sword of shock* is an extra +1 to hit vs. aquatic or metallic creatures, and those that use lightning, and its purpose is to attack them. It does one die of extra damage by electrical shock on a roll of 4 more than required to hit, or on a "20" in any case.

The *sword of fire* is an extra +2 to hit vs. cold-dwelling/using creatures, and its purpose is to attack them. It does one die of extra damage by heat on a roll of 3 more than required to hit, and does two dice of extra damage on a natural "20." The sword gives the user a +4 saving throw against cold attacks, and contains 1D10 charges for dispelling walls of ice (roll 1D10 when the weapon is created to determine how many times this power can be used before it is gone).

The *sword of ice* is an extra +2 to hit vs. heat-dwelling/using creatures, and its purpose is to attack them. It does one die of extra damage by cold on a roll of 3 more than required to hit, and does two dice of extra damage on a natural "20." The sword gives the user a +4 saving throw against heat attacks, and contains 1D10 charges for dispelling walls of fire.

The *sword of lightning* is an extra +2 to hit vs. aquatic or metallic creatures, and those that use lightning, and its purpose is to attack them. It does one die of extra damage by electrical shock on a roll of 3 more than required to hit, and does two dice of extra damage on a natural "20." The sword gives the user a +4 saving throw against lightning attacks, and contains 1D10 charges for dispelling walls of iron.

The *flaming sword* is an extra +1 to hit vs. cold dwelling/using creatures, and its purpose to attack them. It will flame on command for 2D6 melee rounds once a day for every combat class attained by the user (for example, a 5th level fighter can command it to flame twice a day since the fighter is combat class 2 [4th-6th levels]). When flaming, the blade is surrounded by a mantle of fire, and will cut instantly through webs. When flaming, the sword does one extra die of damage by fire on any hit, and two dice of extra damage on a roll of 4 more than required to hit, or a natural "20" in any case. (Note that the swords of heat, cold, shock, fire, ice, and lightning and the flaming swords do extra points of damage against the classes of opponents against which they are enchanted to fight.)

The *charm person sword* charms any hominoid creature human-sized or smaller (up to 2 m) on a critical hit instead of doing damage. The *charm monster sword* charms any creature on a critical hit instead of doing damage.

The *paralyzing sword* paralyzes the opponent on a critical hit. The *stoning sword* turns the opponent to stone on a critical hit. The *sword of confusion* applies a confusion spell to the opponent on a critical hit.

The *flying sword* is an extra +1 to hit vs. flying creatures, and its purpose is to attack them. After fighting normally for three melee rounds, the sword can be commanded to fight on its own for three more melee rounds, at the end of which the sword will return to the user for another three melee rounds. Roll 1D20 when the sword returns; on a "01" the user fumbled the catch, and must spend a melee round picking

up the sword, while on a "20" the sword hit the user, doing ½ the normal damage (a cursed flying sword will do full damage).

The *slaying swords* are enchanted to attack specific types of monster, against which they are an extra +1 to hit. On a hit against the specific type of monster against which the particular sword is enchanted, it does damage of ½ the monster's number of hit dice (disregard fractions, so that a 5 HD monster would take 2 dice damage, not 2½), in place of the normal damage.

The *undead destroying sword* has the purpose of attacking undead. On any hit, the undead is destroyed if it fails to save vs. destruction by rolling a D20 to equal or exceed 20 minus its hit dice. For example, a mummy needs 20-6=14 or better to save. On a critical hit, there is no save vs. destruction. If the weapon for which you rolled this power is not usable by clerics, roll again for weapon type: D100:

01-50	No change
51-60	Quarterstaff, D6
61-70	Mace, D6
71-75	DH Mace, D8
76-85	Hammer, D6
86-90	DH Hammer, D8
91-95	Flail, D8
96-00	Morningstar, D8 (Unspiked)

The *returning sword*, if thrown by a user of the proper race for the particular type of weapon, returns in the same melee round for reuse. (On a fumble throw, the weapon returns and hits the user.) There is a chance that the weapon will use its energy to do double damage to the opponent, in which case it will not return. The percentage of this happening varies according to the type of weapon (those that can impale have the highest percentage of doing this), which is shown in Table 1:4:2:3. Long swords, flails, military picks, and double-handed weapons are not returning weapons because they are not suitable for throwing and catching.

The *hit point returning sword* absorbs hit points lost by opponents on each hit and transfers them directly to the user if the user has lost hit points, up to the user's full hit point level. The sword does not store hit points for later transfer; if the user cannot take them when they are available, they are lost. Opponents who lose hit points to one of these weapons recover hit points, if the opponents live, at the rate of one point for every two days of recovery time (½ rate), and take cures at ½ normal rate.

The *level restoring sword* works only against level draining monsters (or artifacts). On a roll of "20" the sword drains a level from the monster. (This does one extra die of damage, and for monsters that can regenerate, such as vampires, it reduces the number of hit dice to which the monster can regenerate back to by one.) The sword stores the drained level until needed (it can store only one level at a time). If the character using the sword has previously lost a level, the level stored in the sword will immediately be passed on to the character when he/she picks up the sword the first time (if he/she is of the same alignment as the sword), restoring the lost level. Otherwise, the stored level remains in the sword until the character is hit in a fight with a level draining monster; when that happens, no level is lost, as the stored level is passed on to the character at the same time as the hit drained a level.

The *level draining/restoring sword* drains one level from any opponent on a critical hit, and stores it. After the sword has drained its limit in levels (roll 1D4 to determine the limit when the sword is rolled up), it loses the power to drain levels and gains the power to restore levels to the user. It passes each of its stored levels on to the character as needed until it is empty. It then loses its level restoring power and gains its level draining power once more, and so on.

Tables 1:4:2:1 and :2. These are given as separate subtables because there were not enough spaces in the main table for their contents. The demons listed are from *Eldritch Wizardry*, and are listed in increasing numbers of potential hit points. The dragons are divided into alignment groups, and then listed in increasing numbers of potential hit points. The first dragon table is from *Greyhawk*, while the second is from William G. Seligman's article in issue 14 of *The Wild Hunt*, in terms of the number and names of the dragons listed.

Table 1:4:2:3. The returning sword table was inspired by the idea of the dwarvish returning hammer (which in turn came from norse mythology, Thor's hammer). It seemed to me that there ought to be a range of weapons that returned to the thrower. I also felt that there would be some weapons made specifically for certain races, hence the distinction in the table according to the weapon type. The double damage idea comes from the spear that returns to the thrower unless it impaled in the target, in which case it did double damage but did not return. The damage table is an expansion of this idea, but its rationale is not impalement/getting caught but the use of the energy that would otherwise have brought the weapon back to the thrower to do extra damage instead.

Table 1:5:2. The special abilities can appear in any of the intelligent swords (intelligence 7-12), but the odds of them appearing increases as the level of intelligence increases. The languages spoken by a sword that can speak (which is any intelligent one) start with common and the alignment language of the sword (if any). The roll for number of languages is for additional languages. Either pick languages that seem appropriate for the type of weapon (a copper dragon slaying sword would probably speak copper dragon) or roll on the table below for random languages. Note that the higher the intelligence of the weapon, the higher the probability of multiple languages under this system of adding a stated percentage to that rolled on Table 1:5:2:1 for the number of languages. Since I make the sword's abilities available to the character while holding the sword (such as the ability to see invisible objects, for example), it seems to me that while holding the sword the character should also be able to understand the sword's languages. Telepathy permits mind-to-mind communication without needing

to know the character's language. Note that the table contains both individual languages and metalanguages, which are super-languages understood by individuals who speak sublanguages within the metalanguage group. (Lawful, Neutral, and Chaotic are the highest level metalanguages on this table, and have no sublanguages as such; religious dialects would be their sublanguages.) Any individual who speaks a sublanguage has an 80% chance of understanding you if addressed in the metalanguage for the group. For example, you have a 100% chance of a stone giant understanding you if addressed in that language, and an 80% chance if addressed in Giant.

Random Language Table for Weapons. D100:

01	Elf	49	Hawk
02	Dwarf	50	Owl
03	Hobbit	51	Raven
04	Kobald	52	Ent
05	Orc	53	Triffid
06	Goblin	54	Spider
07	Hobgoblin	55	Beetle
08	Bugbear	56	Wasp
09	Gnoll	57	Frog
10	Ogre	58	Snake
11	Ghoul	59	Umber Hulk
12	Gargoyle	60	Fire Lizard
13	Doppleganger	61	Dragon Turtle
14	Triton	62	Dragon Type*
15	Lizard Man	63	Wererat
16	Shark	64	Werewolf
17	Djinn	65	Wereboar
18	Efreet	66	Weretiger
19	Medusa	67	Werebear
20	Gorgon	68	Hill Giant
21	Basilisk	69	Stone Giant
22	Cockatrice	70	Frost Giant
23	Chimera	71	Fire Giant
24	Beholder	72	Cloud Giant
25	Ogre Magus	73	Storm Giant
26	Harpy	74	Skeleton
27	Titan	75	Zombie
28	Dog	76	Wight
29	Wolf	77	Wraith
30	Fox	78	Mummy
31	Hell Hound	79	Vampire
32	Blink Dog	80	Ghost
33	Cat	81	Demon Type**
34	Lion	82	Air Elemental
35	Tiger	83	Earth Elemental
36	Leopard	84	Fire Elemental
37	Panther	85	Water Elemental
38	Griffon	86	Salamander
39	Lammasu	87	Mind Flayer
40	Displacer Beast	88	Intellect Devourer
41	Donkey	89	Water Naga
42	Centaur	90	Spirit Naga
43	Pegasus	91	Guardian Naga
44	Unicorn	92	Troll
45	Manticore	93	Hydra
46	Owl Bear	94	Druid
47	Minotaur	95-00	Roll on Metalanguages Table
48	Eagle		

* Roll for dragon type on Table 1:4:2:2.
** Roll for Demon type on Table 1:4:2:1.

Metalanguages Table. D20:

01	Bear	11	Undead
02	Canine	12	Animal
03	Feline	13	Bird
04	Cattle	14	Fish
05	Horse	15	Insect
06	Demon	16	Plant
07	Dragon	17	Reptile
08	Elemental	18	Law
09	Giant	19	Neutral
10	Lycanthrope	20	Chaos

Reroll if you roll up the alignment language for the weapon, if any. Note that there are language crossovers, when creatures belong to more than one class or group. For example, all lycanthropes speak the language of their wereform (i.e., werewolves speak both wolf and werewolf. plus lycanthrope, canine, and animal [their metalanguages] in addition to whatever the werewolf speaks on its human [or whatever] side). Dragons have reptile as well as dragon as their metalanguages. Titans have giant as their metalanguage. Note also that some of these categories are labeled unintelligent in the *D&D* rules, but are included because in some worlds they are intelligent enough to speak (like animals do in some worlds). If you roll up something that doesn't speak in your universe, roll again.

Table 1:5:3. Basic Abilities. With the exception of infravision, the range for the detect abilities is 10 m (which is ½ the infravision range). Effective range for detects is 3 m through ordinary wooden doors (the width of an ordinary dungeon corridor), 1 m through an average metal or stone door, and no effect through a lead-lined or wizard-locked door. Infravision range is 20 m, and is increased by 10 m by a weapon with that ability. (For races with no infravision, such a weapon supplies infravision with a range of 10 m.)

Most of the abilities on the tables have percentage limitations because I don't believe in artifacts that work reliably 100% of the time (unless they are charged artifacts with a limited number of uses). Use common sense in limiting the number of repeat tries per encounter or per day. The idea to the limit is that you get one try at using the power in a situation, and what you roll controls what you get.

The protection abilities give the character, while holding the weapon, +4 on the saving throw indicated on the table (ST /Magic, usually). The protection against undead attack ability gives the holder a +4 saving throw vs. magic against level draining hits (or a regular ST/magic, in worlds that do not give any save vs. level drains).

Spellstorer weapons contain spells that may be cast by the holder (regardless of character class) once per day. I recommend that you use some discretion in limiting the highest spell order found in a given weapon to one reasonable for where the weapon was won (don't give out ninth order spells on your dungeon's first level, in other words). For the cyclical spell storer, (1) roll for spell type, (2) roll for the highest spell order in the cycle, and (3) roll for the spell in each spell order, using the tables in *Greyhawk* (magic user and clerical spells). *Eldritch Wizardry* (druidical spells), or *Strategic Review/Dragon* (illusionist spells). The cycle begins with the first order spell, then the second order spell, and so on to the top order spell in the cycle, when it returns to the first order spell. A cyclical spell storer will usually contain more spells than a regular spellstorer. On the other hand, with a regular spellstorer the user has the choice of which spell stored will be used when, while with a cyclical spellstorer the user has to use the spell that is ready at the time. If you want more variety, roll for type of spell for each spell in a standard spellstorer, instead of making them all of the same type. For a cyclical spellstorer, you could roll up four cycles, one of each type; they could either run in sequence or you could roll 1D4 for which one will start next at the end of each cycle during play.

Table 1:5:4. Special Abilities. The strength ability is just like the strength spell, except it is usable only once a day and lasts only 10 game turns (a bit under two game hours, comparable to a bless spell); the haste ability is similarly limited. The protection vs. magic weapons ability negates the effect of the enchantment of the other weapons as against the holder of this weapon, so they do not have any special plus to hit, to damage, etc. The lifekeeping ability protects the holder of this weapon from life draining; it is particularly intended for use against the undead, and its purpose is to attack undead, but it works against level-draining artifacts as well. The undead dispelling ability is a clerical enchantment that allows the holder the ability of a lawful cleric of that level to turn or dispel undead, by brandishing the weapon in their presence (in the hands of a lawful cleric, it gives the power of a cleric one level higher). If the weapon for which you rolled this ability is not usable by clerics, roll again for weapon type (these are normally made for clerics):

01-50 No change
51-60 Quarterstaff, D6
61-70 Mace, D6
71-75 DH Mace, D8
76-85 Hammer, D6
86-90 DH Hammer, D8
91-95 Flail, D8
96-00 Morningstar, D8 (Unspiked)

(Note that the chaotic version of this power allows the holder control over undead on a "to dispel" roll on the lawful cleric vs. undead table, while a "to turn" roll gives a speak with undead power: the undead are neither turned nor dispelled, but will not attack the user or the user's party. The neutral version of this power gives the user a speak with undead power on a "to turn" roll, and a turn undead on a "to dispel" roll.) The healing ability restores two points of lost hit points per game turn, up to 2x the user's level. Thus a 5th level fighter who had lost 15 hit points in a fight would have 10 (2x5) restored over a five game turn period, but that's all for that day. The regeneration ability restores one point of lost hit points per melee round, up to 2x the user's level. Thus, the fighter above would get the 10 points restored in 10 melee rounds (one game turn). This ability also restores severed limbs in one game month. The spell turning ability will reflect magical attacks (without harm to the holder) back to the attacker on a D100 roll of "01-50."

TABLE 1:6. The alignment of most weapons is evenly divided between lawful, neutral, chaotic, and unaligned. Holy weapons, however, contain no unaligned weapons because a holy weapon is by definition aligned by its blessing from the god who made it holy. I made most these lawful on the theory that most of what a wandering party is likely to find will be those stolen from lawful or neutral parties in a chaotic stronghold; the chaotic versions will generally be in the hands of chaotic champions anxious to use them.

QUICK PLUGS

FIRE, HACK & RUN

This set of miniature rules attempts to provide universal skirmish rules to all periods of historical and fantasy gaming up to the 1880s. Useful for medium sized skirmishes as each figure represents an individual warrior. 20 pages of rules with two inserts, there are rules on combat, movement, morale, visibility, and weather. Designed by Mike Gilbert, it is published by Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576 for $4.

VILLAINS & VIGILANTES

Is a role-playing game simulating the lives and adventures of a group of comic book style super-heroes. There are many tables to determine the superhero type. The table for determining super-power origin includes mutation, accidental scientific, super-natural and extra-terrestrial. Powers include astral projection, cybernetics, and magnetic powers. Others rules include costumes, secret identities, combat, encounters, rewards, immunity from the law, morals, etc. It is designed by Jeff Dee and Jack Herman. Available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576 for $6. (There is an errata sheet available, owners of the game without it should contact FGU)

T.H.E. FIGHTER: GM2

This is a combat module for RPGs designed to be used in conjunction with the *T.H.E. Non-Player Character* Basic Module to determine the decisions of the NPCs during a combat round. Digest sized, 40 pages of rules and charts with inserts, it sells for $6.95. Designed by L. W. Willis and K. D. Costley, Jr. it is available from Martian Game Modules, PO Box 947, Copperas Cove, TX 76522. Other modules in the works include *T.H.E. Mage* and *The Penitentiary*.

THE MONKEY GOD'S CURSE

This is a solitaire dungeon designed in the style of *T&T* solitaire adventures. This, however, is designed for *D&D* style systems. It accomodates one character of levels four through seven, any character class, any race or religion. Full sized, 24 pages, designed by Jim Eckman, it is available for $5 from Balboa Game Company, 630 W Willow Ave, Long Beach, CA 90806. California residents add 6% sales tax.

SNAKEPIPE HOLLOW

Third in the series of *RQ* prepared scenarios, this covers the cave area located in Dragon Pass that is infested with creatures of chaos. Very extensive with history of the area and wilderness encounters section followed by the description of the huge cave complex. The caves are split into three sections with 14-22 rooms each. Full sized, 48 pages, it has 168 extensive monster and character stats. Designed by Greg Stafford and Rudy Kraft, sells for $4.95 from the Chaosium, PO Box 6302, Albany, CA 94706. California residents add appropriate 6 or 6½% sales tax.

CAMPAIGN MAP

These are large sheets with a one inch grid printed on them. They come in two sizes: 34"x44" and 22"x34". Space is provided on the sheet for the name of the Campaign, the name of the GM, the dungeon level, north compass indicator, and the grid scale. The larger is the largest game sheet available and sells for $1.85, the smaller is $1.00. Postage and handling is $1 for 1 to 5 sheets, $1.50 for 6 to 10 and $2 for 11 to 15. Available from Indicia Associates, PO Box 2900, Oakland, CA 94618. California residents add appropriate 6% or 6½% sales tax.

"A new idea has its origin in explicit conciousness by reason of some relevance to the immediate situation. The first task is to appreciate the reason for its origin. What are the factors, logical, emotional, purposeful, or of direct novel perception, which have led to its appearance and prevalence?"

Alfred N. Whitehead
Science and Philosophy

A PERSPECTIVE ON ROLE-PLAY

by Stephen L. Lortz

The physical and intellectual elements necessary in order for people to engage in recreational role-play as we know it have been in existance for at least five thousand years. Imagination is as old as the human race and dice probably aren't much younger. Writing, which isn't a requirement but can certainly be useful for keeping track of complex information, came into being in the Middle East about thirty centuries before the birth of Christ. Why has it taken so long for people to invent a pastime which has such a broad appeal and such a tremendous range of possible applications? Why has adult recreational role-play lain dormant for so many millennia, only to blossom so spectacularly in our own time? It can't be because earlier societies didn't have the means to support game-masters, since professional story-tellers probably pre-date civilization, and it can't be because our culture produces any especial need to escape. Ordinary people now have more freedom and opportunity for real adventure than ever before. What aspects of the present situation have given rise to our unprecedented interest in role-play?

The purpose of this article is to address these questions by presenting some ideas on the origin and cultural importance of recreational RPGs. The ideas are drawn from two sources, a survey of material previously published on the subject of role-play, and my own experience as a hobbyist and as a person at large in our world. This article is not intended as an in depth study so much as it is meant to provide some basic directions for people interested in exploring the educational, cathartic, and experimental potential of recreational RPGs, and in understanding the significance these games assume in our historical period.

A VERY BRIEF HISTORY OF ROLE-PLAY

The concept of role-play was born around 1923 in the psychoanalytic work of J. L. Moreno, a Viennese psychiatrist who had his patients engage in partially structured play-acting scenarios. This activity, which Moreno called "psychodrama," helped the patients understand and learn to deal with their problems. The first organization outside of psychiatry to make use of role-playing principles was the German General Staff, which began using role-play as a testing device to screen officer candidates about 1933. During World War II, the practice spread to the Allied armies, and to American industry where role-play was used as a tool for improving interpersonal relations. In 1966, B. J. Biddle and E. J. Thomas published *Role Theory: Concepts and Research*, establishing the study of role-play as a separate division of the behavioral sciences.

Recreational role-playing games had an independent origin in the miniatures' branch of wargaming. After the publication of H. G. Wells' *Little Wars* in 1913, the art of staging formal games with toy soldiers became increasingly popular. Some players were dissatisfied, however, by the fact that their battles seemed disconnected and inconsequential, so they developed strategic and political rules to link the battles together and the "campaign" game was born. In 1969, David A. Wesley and the Midwest Military Simulation Association took the campaign concept one step farther, and had the players assume the roles of individual characters in a Napoleonic setting rather than the roles of political entities. A short time later, David L. Arneson designed *Blackmoor*, a Medieval fantasy game based on the same idea, and the most important genre of recreational role-play came into being. Arneson then collaborated with E.

Gary Gygax of TSR Hobbies which published *Dungeons & Dragons* very early in 1974. Despite the fact that the original *D&D* was hardly playable as written, it was the role-playing spark in the tinder of the public imagination, and the FRP phenomenon spread like a grass fire across the English speaking world!

ROLE-PLAYING, CULTURE, AND THE INDIVIDUAL

The contention of this article is that adult recreational role-play is a recent phenomenon because the cultural conditions that have prepared the public imagination, like the dry weather that prepares the prairie grass, are also only recent phenonmena; and that these conditions are the rapid pace of technological change and the shift from the deterministic, objective world-view of Newtonian mechanics to the probabilistic, subjective world-view of quantum physics.

Raymond J. Corsini, in *Roleplaying in Business and Industry*, presents four senses in which the word role-play is used. These senses are; 1.) theatrical role-play, in which an actor plays a role that has been rigidly defined by a playwright and director, 2.) dissimulative role-play, in which a person assumes a false role in order to deceive his companions, 3.) educational role-play, in which participants engage in a partially structured, near-veridical activity for diagnostic, informative, or training purposes, and 4.) sociological role-play, which is the usual behavior of people in particular societies.

The fourth sense carries with it the implication that all social behavior is the playing of a culturally determined roles. As Mark Chesler and Robert Fox say in *Role-Playing Methods in the Classroom*, "A person's role is not only his patterned way of evaluating and behaving toward the world of others; it is also his way of evaluating and behaving toward himself. In these terms all behavior is the reflection of a role, and all social interaction is a continuous sequence of interacting roles, or role-playing episodes; . . ." The features of this implication germain to our contention are that the sociological roles people play are culturally determined, and that the *meaning* a person perceives in his environment and in himself are dependent on the socialogical role he has assumed. In times of cultural stability, a person only rarely confronts a situation where there is no culturally imposed significance, where his sociological role tells him nothing about how he should behave; but when culture is in the process of changing, a person runs a high risk of being thrown into dislocations of sense which can be life-shattering if the person believes himself to *be* the role he is playing.

OUR TIMES

Beginning with the natural disasters that wracked Medieval Europe in the 14th century, Western culture has been undergoing a cultural transition whose driving force has been the exponential development of technology, and whose rate has been inexorably accelerating, until today we find ourselves in the middle of the most violent period of cultural change in human history. Concurrent with this technological revolution, which involves humanity's brute ability to produce and destroy, is a shift in fundamental viewpoint which is much more subtle in substance, yet whose consequences already reach

much farther than people ordinarily believe.

In 313 AD, Constantine the Great made Christianity the official religion of the Roman Empire, and theologians found themselves faced with the problem of reconciling Christian mysticism and Aristotelian reason. They achieved the synthesis which is known as Scholasticism by ascribing Greek logic to the Divinity and placing absolute faith in rationalism. The Scholastics' primary medium of expression was the debate, and their technique was to take a single proposition for use as a base from which to spin their exclusively logical arguments, pro and con. As the centuries passed, the Scholastic method gave rise to the widespread, unvoiced assumptions that experience can be correctly viewed only from a single point in time and space, and that a polarity indicates the existance of dual, mutually exclusive extremes. These assumptions lie at the hearts of both mathematical perspective, which ruled the arts from the mid-15th century until 1907, and Newtonian mechanics, which shaped the Victorian materialism that still governs so much of our daily lives.

In 1919, Sir Arthur Eddington's observation of the solar eclipse confirmed Einstein's *General Theory of Relativity*, which implies that the "correctness" of a view of experience can only be determined in relation to the viewer's frame of reference, and that a polarity is created by viewing different aspects of a primary unity. Less than the span of a single lifetime ago, experimental science invalidated the assumptions that underpin our culture's most basic beliefs concerning the nature of human conciousness and the universe.

CONCLUSIONS

Role-playing games are nothing new to the human race. Since time immemorial, people have learned how to regard society and themselves by playing RPGs as children, but only recently has the rate of cultural change reached such a tempo that people find the roles they play transforming, not just a few times, but almost continuously. Only recently has a conscious understanding of role-playing principles become an important survival tool for large numbers of adults within our culture. The overwhelming public response to the appearance of recreational role-playing games is in large degree due to the intuitive recognition of a device whereby people can develop their role-playing skills, and have a darn good time to boot! Meanwhile, through their probabilistic form and emphasis on subjective participation, RPGs are contributing to the interpretation and dissemination of a whole new world-view!

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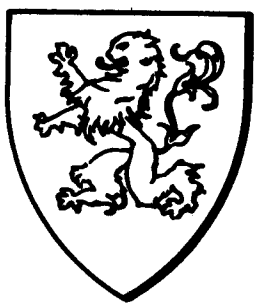

August 16-19, 1979 GENCON XII
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PO Box 756
Lake Geneva, WI 53147

September 1-3, 1979 PACIFICON '79
Dunfey Hotel, San Mateo, California
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November 16-18, 1979 WINTERCON VIII
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HeroQuest Sneak Preview

Waha's Quest

by Greg Stafford

WHAT IS HEROQUEST?

The game of *RuneQuest* provides the mechanics and workings of the mundane world of Glorantha and provides the method whereby a player-character may develop himself physically and magically to master one or more runes of his cult. After attaining mastry of magic or mastry of self (priest and lord status, respectively) a character is well set up in the world. They are at the top of their heaps by then and can outrun anything they cannot kill.

Then what? These are not the Heroes of the boardgames who are capable of fighting off a regiment of enemy heavy cavalry. Nor are they the immortal characters of life and legend who will be remembered for ages by their cults, nations, or enemies.

HeroQuest provides the method of advancement for a character to grow towards those heights of greatness. It takes them from the ordinary world and places them in the league of immortals, and grants them the opportunity and awareness to find the paths of immortality and glory.

There are currently three types of *HeroQuest* being run in Chaosium at this time. These three types are: 1) The "in-world" or practice runs; 2) The Magic Roads type; 3) The Other Side adventures.

THE PRACTICE ADVENTURES all take place in the world which the player characters know. They set off from a temple or other holy place and travel across the normal map, occasionally having to stop someplace special or do something at a certain place. They will run into the normal traffic of an overland adventure, but they must be doubly wary in case the things they meet are some ritual enemy, perhaps also on a *HeroQuest*. The example presented here is of this type. It is used to prepare the way for greater voyages, and to acquire magical items useful to the individual.

THE MAGIC ROADS are less common and more dangerous. Dragon Pass and its nearby regions are crossed by several magic roads similar to the *leys* of Britain and China. To use these roads the characters skip in and out of the mundane and physical planes, landing for a step at the especially holy places marked on the maps and meeting some fairly predictable foe types at each spot. The strength of the foes may vary widely, though. This is used primarily for emergency movement, though there are occasionally side-benefits which can or must be gained to use the road.

THE OTHER SIDE is the most dangerous, for the questers must leave the known confines of the paths and sacred ways to set off across the wilderness of legend and faerie. It is actual travel on the spirit palne which, if properly entered, will be as recognizable to the quester as his own world. In these travels the landscape is knowable and the inhabitants set, but this does not make it less risky. This is the nether region which must be raided and returned from many times by the would-be Hero wishing for immortality. Here is the place where they can find the great powers and abilities which will make them remembered by mortals for many ages yet to come. It is the place of Godtime, where mortals are not welcome and which they cannot know except through experience.

THE BEAST-QUEST OF WAHA

THE MYTH

During the War of the Gods all of the cosmos was in turmoil. The Storm fought the Sun and the bright sky receded in places and in part simply collapsed. Great tidal waves crawled upon the bountiful land and left it waste. And Night, with her cold minions, closed her fearful hands about the lives of the innocent.

Into the darkness was born the god Waha, proud and powerful son of Storm Bull and Eiritha, Mother of Herds. He found many people, former worshippers of his hidden parents, who were in great need of food and shelter. Waha determined

that he must rescue the beasts from his foes who held them captive.

Waha went first to his mother's priestesses for guidance. They worked their magic and gave him a flint knife of great power, some magical animal horns, and other magically-charged items to aid him, then sent him on his way. (Stage 1)

Waha set off, walking, and after a while met with Trickster and his animals. The wily deity engaged in a riddling contest with Waha and both of them exchanged magic treasures. (Stage 2)

As he travelled along, Waha was ambushed by the forces of darkness, who were still ruling the world. These included trolls, morocanth, giant insects, and shades. (Stage 3)

Finally Waha reached the place where his mother's beasts were kept hidden. He attacked the guards there, who were in the forms of carnivorous beasts of the earth, and in man-form. Waha killed them or drove them off. (Stage 4)

Waha entered the dread cavern and searched for his sisters. At last he found them hidden behind a one-way wall. They knew the way out and led Waha, despite his wounds, until they reached safety. (Stage 5)

They found their way home, fighting off enemies, and were greeted with life and joy by the poeples. Ever since then there has been a special relationship between the peoples and animals of Prax, and especially to the rescuers among them. (Stage 6)

THE QUEST–Introduction

People who wish to attempt this mini-quest will be undertaking the task of proving themselves equal to the tasks of their god. As individuals the warriors would not be a match for the many foes and problems encountered by Waha, but in a group they have more chance to take on the obstacles and succeed. Through the ritual the group manifests the mythical acts of their Founder, them solves them, thereby sharing in the experience of their god's Act of Power and acquiring some of his powers.

It is open to any warrior of Waha. It may be that all of the questers will be from one tribe. At other times they may meet, drawn mysteriously by the forces of the magic, or even be friends despite tribal differences.

OBJECT OF THE QUEST

The adventurers are attempting to achieve a special benefit and recognition not usually available outside of this quest. Its importance is intimately tied in with their cult and culture.

Adventurers who survive this will find at the end a better-than-normal herd beast of their tribe. These animals will have these advantages:

1. When rolling up the creature, every characteristic will have one of its D6 rolls replaced by a 6. For instance, a STR of 2D6+6 becomes 1D6+12; a POW of 3D6 becomes 2D6+6.

2. The animal will have two additional points of skin to act as armor.

3. All the animal's attacks are at 50%, unless listed as being more than that in the RQ monster descriptions.

4. The beast knows a 2-pt Dispel Magic spell which can only be cast on the rider, and unlike normal this can be cast only once per week. This is the only magic these animals can ever know.

These animals will not be used to house allied spirits, despite the normal tribal practices. Instead the owners of these may place their ally in any appropriate physical object, such as a sword, amulet, and so on.

Also, the survivors can keep any treasure which they pick up along the way, and there are small rewards from the Earth Witch, mentioned below. Social benefits are listed at the end of the article.

THE QUEST–Preparations

LONG TERM preparations are non-specific, but each warrior should be sure that he is a devout follower of Waha's. If any are questionable they will find their task much harder. Persons who are downright frauds trying to rob the cult will be singled out for particular violence and overly vile opponets.

LOCATION is open, as long as the region allows for the intervention of the other forces involved. In practical terms this means there must be chance for the appropriate foes and forces to be mustered for the trek. This is almost anyplace in Prax, if the questing is done at night. Exceptionally bold warriors will dare the deeper ruins of the Big Rubble, or a passage into the troll lands of Shadows Dance.

MUNDANE SUPPORT may be provided by the healing priestesses of Eiritha. The goddess herself could not attend her son, but she sent a priestess. There may be one priestess of Eiritha for every four warriors of Waha, and the barbarians wisely make her as powerful as possible. She will go along with the party, and if she dies then the entire quest fails and the questers will have to face the Spirit of Retribution for it. (Explained below, under FAILURE.)

IMMEDIATE preparations are that there must be a priest of Waha present to perform the proper rituals. These take place within a sacred circle, and the preparation take at least 24 hours. At the end of that time they will have finished Stage 1 and gone off on their travels.

ORGANIZATION among the party follows the usual Waha pattern: The nobles take command and organize the party. If there is no clear cut leader (as when there might be members from different tribes or clans) then the ritual should not be performed. The barbarian saying is "Waha never lost his head. Do not go questing without one."

THE QUEST–Mundane Activities

In this quest there is no need to leave behind anyone to

protect the ground which the party leaves from. The officiating priest will destroy it after they leave, or if he is of the party then it will collapse and dissipate after he leaves.

Protection of the Eiritha Priestess is considered mundane support. She may be subject to attack by anything along the way, including riddles by the Trickster. She does not receive any gift, though, and must be protected even at the cost of the warriors failing their quest. To allow her to die is much worse than dying themselves.

FAILURE to protect her will result in the warriors being attacked by the cult Spirit of Retribution, Borabo Nightmare. His retribution for this crime will be to attack each member of the party at his maximum POW (i.e., 4D6=24) for two full turns of spirit combat. POW lost will be permanent. He will disappear and reappear at full strength to attack each member.

Further, the warriors will never be allowed to go on another of these quests, and will thereby never receive the benefit. Finally, they must not ride their herd beasts for a full year. This effectively outlaws them for that period, though they will be welcomed back if they survive the exile.

THE PATH OF THE QUEST

As indicated in the myth, there are six stages to this quest. Each of these steps is independent and does not affect the next stage of the journey.

Stage 1: The Earth Witch

During the preparations for the journey the warriors will be approached by a shamaness who is called the Earth Witch, for her powers and spirits will be mainly from that element. Within the sacred circle of the warriors she will make a square and sit within it while she inhales intoxicants, calls upon her spirit guides, and relates the tale of Waha. The warriors will listen to it carefully, keen for any particulars which she may relate that may be significant or important for their journey.

One by one she will call them forth and ask them to throw the sacred knucklebones. Their falling and calling will determine which special magical item she should give over to the quester. As is the way with good magic the Earth Witch will always have the right item, prepared by her at great trouble.

The player will roll 1D20 and receive the appropriate item from Chart 1: Gifts from the Earth Witch.

The Earth Witch expects to have these items returned to her after the quest. If they are returned intact and unused then the warrior will receive a reward for doing so worth 500L. If the tools are not returned the warrior gets nothing. Damaged items will get 500 if all parts are returned, nothing if parts are missing. If they are returned after they are used, damaged or intact, then the shaman is honored because the warrior used it the way Waha did and so honored her skills. For this she will give a gift valued at 1000 L.

Warriors who lost their gift, but got something possibly of equal value to the shamaness, may be able to substitute. She will not accept anything which is of the Darkness, though, and it must be uncursed and usable.

After they have received the gifts, and completed other preparations, the warriors will set off.

CHART 1: GIFTS FROM THE EARTH WITCH

Each player rolls 1D20 and receives:

01 A FLINT KNIFE. Fight with normal dagger ability, but with +50% against Forces of Darkness. All flint knives have 20 pts.
02 A FLINT KNIFE. Use with normal dagger ability, but with +50% against Carnivores.
03 A FLINT KNIFE. Use with normal ability, but may be thrown at 100% ability once.
04 AN OBSIDIAN KNIFE. Use normal dagger attack, but does 3D6 damage against all foes; may be used once.
05 AN OBSIDIAN KNIFE. Use normal dagger ability, but does 2D6 damage against forces of darkness, and may be reused often.
06 A LIMESTONE STALACTITE. Use normal dagger ability, but will do 1D6 damage per pt of POW used in it. Announce the power as with spell usage in Statement of Intent. Good against all foes, may be used once.
07 A COPPER KNIFE. Use as a normal dagger, but has Blade Venom 12 on it, only has 6 pts of damage absorption.
08 A BRONZE SICKLE. Sharp on both sides, may be held left-handed and used to parry during one melee. Has an 80% parry ability.
09 A BRONZE SICKLE. As above.
10 A GLOWING CRYSTAL SLIVER. Wrapped in bison skin painted with shamanistic signs. May be thrown with normal thrown rock or thrown dagger ability. If it hits a living foe it does 1D6 damage to all living being within 3 m of the impact, unless they are shielded by walls, trees, bodies, or whatever. Use one try.
11 AN AUROCH HORN. The sound will Befuddle one were-creature who hears it. Always works at random target, use once.
12 A HORN FROM A SKUNK. This impossible item is worth a 1 pt riddle asked to the Trickster. ("What is this thing?")
13 A DEER ANTLER. It has four silver bells on it. With 1 pt of POW permanently lost it can be shaken once and it will cause all trolls and ogres nearby to fall down. POW is sacrificed when used.
14 AN IRON EGG. May be held (use Fist attack), thrown (thrown rock), or slung, and will do an additional 3D6 damage if it strikes. Use once.
15 A DEAD MAN'S HAND. It is tied at the wrist with a black silk ribbon. It is cast once with 80% skill to hit. If it hits it will do 2D4 damage, and if it penetrates will do Blade Venom 2D6, then falls off.
16 A WARM RED STONE. It will ignite when thrown or dropped on the ground, and does 2D6 damage to anything in a 1 m radius. This is absorbed by armor. Will ignite burnables in the area.
17 A SKIN SHIELD. Painted with a snake's head, hung with horse tails, snake rattles, and braided human hair. When activated by one pt of POW it will act as any battle magic Detect spell. Usable once.
18 A BEAR'S SHIN BONE. When tossed into the air and let drop to the earth it will point in the direction of the quest's end.
19 A GOURD RATTLE. When shaken will frighten away all physical, magical, or spiritual snakes.
20 1D6 LEAVES OF HEALING. When placed on a wound will do 1D6 of healing to that location. May be used in addition to other healing, even in the same round. However, may not be used on the person who receives them.

Stage 2: Riddling with the Trickster

The Trickster may appear in any of his forms. The referee should roll 1D8 and refer to Chart 2: Trickster Form.

CHART 2: TRICKSTER FORM

Roll D6:

1 Raven
2 Frog
3 Rabbit
4 Coyote
5 Human
6 Roll again above, but Trickster is in same trap and need help to escape.

The Trickster, in whatever form, will speak to the party to attract their attention. If he is trapped he will force them to help him escape. They must engage in riddling with him.

The actual contest would be questions of cosmological or magical importance, for therein lies much power. The referee may choose to engage in such a contest, or even one with simpler earthly riddles of any nature. Such is within the way of the Trickster and will certainly help to enlighten the mood of this stage.

Alternatively, a die roll method has been made. In response to the first riddle the characters must roll their INTx4 on D100. Penalties are severe for not knowing the answers. Those who miss will have 10% added to their weapon fumble ability for any weapon they use until they fumble once, then normal skills will reassert themselves. This happens every time the humans miss a question posed by Trickster.

The effects of this one question may not be changed. After each person has succeeded or failed their question they will have the opportunity to try more contesting with the Trickster for much higher stakes.

The stakes are 1D4 of POW from Trickster, which can be kept and stored for this quest, even if it temporarily exceeds the normal POW of the person. In return he will demand that the people use their magic tools, gotten from the Earth Witch, as stakes.

Trickster always asks first. His riddle must be answered by the character rolling INTx2 on D100. If not, then he loses his stakes. If so, he collects.

The the warrior may try. The Trickster is wise and clever, but not infallible. The character rolls 1D4 to find the difficulty of the question, and the Trickster must roll that result x20 (which is his INT here) to try to answer. If he does not answer correctly the player character may regain his own tool, or take 1D4 of POW from the god.

Trickster will always go around the circle, asking each in turn if they wish to try again. This will stop after everyone refuses, or after someone takes 1D4 of POW from him twice. It is thus possible that some people will not get a chance to ask if Trickster loses twice to someone in line before them. Note that these rounds of riddles always come after the first series mentioned above.

Stage 3: Forces of Darkness

Any of a number of available enemies may be able to attend this attack. The chart included is a suggested one for the forces available in the Big Rubble or in Shadows Dance.

It is likely that this would be some war party joined together for a raid, as these creatures could be found together under any circumstances. It might also be possible that some among them are armed with magical tools comparable to those of the Earth Witch, off on some *HeroQuest* of their own. 1D20 is rolled for each character and the result from Chart 3: Forces of Darkness added to the foes ready to fight the warriors. These enemies will ambush the party of warriors. The warriors do get to make their ability rolls, of course.

CHART 3: FORCES OF DARKNESS

Roll 1D20 for each quester.

01	1 Trollkin	11	1 Dark Troll
02	1D6 Trollkin	12	1 Dark Troll; plus 1D6 Trollkin
03	1D6 Trollkin	13	1 Dark Troll; plus 1D6 Trollkin
04	1D6 Trollkin	14	1 Great Troll
05	1 Cave Troll	15	1 Tusk Rider on Tusker
06	1 Cave Troll	16	1 Morocanth
07	1 Dark Troll	17	1 Morocanth
08	1 Dark Troll	18	1 Morocanth
09	1 Dark Troll	19	2 Morocanth
10	1 Dark Troll	20	1 Shade

Stage 4: The Carnivores

Like the Forces of Darkness, this force may vary widely according to the luck of the characters. Each player will roll 1D10 and add their results from Chart 4: The Carnivores to the enemy party defending their lair.

CHART 4: THE CARNIVORES

Note–all weapons from Earth Witch will work against Lycanthropes. Roll 1D10:

01	Werewolf	06	1 Person
02	Werebear	07	1 Wyrm
03	Werepig	08	1 Ogre
04	Weretiger	09	1 Person
05	1 Person	10	1 Troll

Unlike the forces of darkness these creatures have not prepared an ambush and the warriors of Waha will have their choice on how to open their attack.

Stage 5: The Search

The warriors may dispatch the guards outside their lair, but some may escape inside. If so then this part of the search is more dangerous, but must be fulfilled.

The lair for this quest is rarely elaborate, but it will require that the questers use their spotting skills, detecting traps, and other uses of wit.

The animals will always be hidden behind a "one-way wall." Exact interpretations of this vary widely, as it may allow passage to some things one time and not another. For instance, one time it will allow the passage of sound from one direction, and allow passage of living bodies from the other way only. Or it allow questors to see through it, but not allow passage through, forcing them to find the right way. The "one-wayness" is often an unnatural phenomena caused by the magic, and is rarely a permanent feature.

Once inside the beasts may or may not know the way out. They usually do, unless under extremely difficult and un-

natural circumstances. The way out, though, may not always be safe, and the quest isn't over until they return home.

Stage 6: The Return Home

The journey home may have some random encounters, but the travellers should be most wary of any survivors from their previous fighting. These surviving enemies are unable to attack with surprise, and they will not have revived anyone through Divine Intervention. Also, the warriors will have full use of their new mounts and are not obliged to fight if they can outrun their foes.

Upon returning home they will have full benefits of their animals, and will be highly esteemed by their clan and tribe. Friendships made by warriors from different tribes are likely to last if made during this quest.

Warriors who have completed this quest, even if their beasts have been lost since, may always boast that they have "Walked on the path of Waha, before he knew animals," and everyone in Prax will know what they are talking about.

CONCLUSIONS

The Beast Quest of Waha is typical of the many "Practice Quests" of the cults. The formula of preparations, stages of the journey with limited objectives in each, and the final search and conclusion forms a basic pattern for all quests. Persons interested in a more detailed analysis of the quest are referred to *The Hero of a Thousand Faces*, by Joseph Cambell.

Steve Marsh is also experimenting with *HeroQuest*. His preliminary scenarios are usually found in *The Wild Hunt*.

Other inquiries, suggestions, and so on are muchly appreciated and sought after. Please address them to the author, c/o The Chaosium, PO Box 6302, Albany, CA 94706. I look forward to your response.

MORE QUICK PLUGS

THE F.R.P CHARACTER CARD

This is a set of character cards usable with most RPG systems. They are 5"x 8" with 3 holes for insertions in notebooks. There are 93 holes around the card that can be punched to provide coding of the character so it can be located easily from a stack with the use of a needle. 40 cards with needle, punch and instructions is $7.95. Additional cards are 80 for $6. Available from Del Enterprises, 13817 Runnymede, Van Nuys, CA 91405.

TREASURY OF ARCHAIC NAMES

This volume contains pages and pages of name charts for generating names for characters and places. Its primary usefulness comes in when you need to name hundreds of them quickly. There are list of male first names, female first names, nicknames, surnames, place names, titles, tavern names, geographical names and a random name generator (doing it letter by letter). It is 64 pages thick with 5000 entries to generate 50 million combinations. Compiled by Bill Owen, a second volume is planned for the future. Available from the Judges Guild, 1165 N University Ave, Decatur, IL 62526 for $4.95 postpaid (order item 96). Illinois customers add 5% sales tax.

WAR OF THE SKY CITIES

This is a science fiction table top game or, more within the vernacular, a set of SF miniature rules with the scale 1 inch=200 miles. The source of conflict involves opposing sky-cities floating above a radiation-destroyed planet. There are many layouts describing the major components of these orbiting cities. There are 32 pages of rules, mostly on combat, and loose sheets of markers, templates and charts. There are three scenarios with rules on designing your own cities, running a campaign, and advance rules and scenarios. People creating SF worlds should take a look at this for its imaginative creation of a world and situation. Designed by Bob Read, it is available from Fantasy Games Unlimited, PO Box 182, Roslyn, NY 11576 for $4.50.

GOBLIN LAKE

This is a *T&T* Pocket Adventure 1, first of a series of short solitaire adventures. The first time through you must be a goblin but the second time you can be a hobbit, dwarf, or any small creature. Pocket sized, 16 pages, designed by Ken St. Andre, don't know the price but you can ask the nice folks at Flying Buffalo, Inc., PO Box 1467, Scottsdale, AZ 85252.

LOST ABBEY OF CALTHONWEY

Another prepared scenario for RPGs. It claims to be usable with just about any system but it will require some work to convert the character stats to the system you will be using. The abbey proper has three levels and there are three more extensive underground levels. There is a special section on re-using the scenario. It is full sized with 24 pages. It's price is $4.95 from Little Soldier Games, 12180 Nebel St, Rockville, MD 20852. It is written by R. Norman Carter.

Different Views

(Lots this time!)

COMMENTS FOR ISSUE 2

Gentlemen

Congratulations on your new magazine *Different Worlds*. It's quality is excellent and it's a more than worthy addition to the magazine already devoted to the hobby.

"My Life and Role-Playing" is a very fine series, one you've every right to be proud of of. I am fascinated at getting to know the thoughts of these people concerning their works and creations and what role-playing means to them. That section alone was worth the price of the first issue and almost the second except the section wasn't nearly as long this time. I look forward to Arneson and Perrin in the next issue and would suggest some people I'd like to hear about but I suspect you'll get around to them if at all possible.

The articles on "Specialty Mages" were interesting; new character classes and subclasses are something I'm always interested in for games although MU types interest me less than others, me being a fighter at heart.

Simbalist's "World of Archaeron" and Dave Hargrave's "Arduin, Bloody Arduin" showed how the actual creators of games run their own campaigns and I like that. I hope more articles of this sort will be forthcoming.

"The Cult of Geo" by Greg Stafford succeeded only in making me sick to my stomach. Humor may play a big part in RPG but this was just plain dumb, not funny, Steve Perrin's "The Cacodemon Cult" was a much better addition to *RuneQuest*.

Steve Lortz's "Role-Playing" was a mediocre introduction for those new to the hobby. I strongly disagree that his *Cannibals & Castaways* is a RPG. There are three main tenets a game must satisfy, to me anyway, before it is a true RPG.

1. It must present some system for the creation of individual figures and pertinent features for them, usually by rolling dice.

2. There must be some way these figures can become individually better in their skills and abilities and material resources.

3. The game must provide the basis of some world or universe the figures exist in. This can be vague like *D&D* where DM's are given monsters, basic economics, and enough other informations to construct their own world; or it can be very precise like *EPT*.

C&C does not satisfy the first two of my tenets but I don't see how anyone could seriously consider it an RPG. I also disagree with what Steve Jackson said in *DW 2* about *Ogre* and *Monopoly* being RPGs. I just can't see it. If you want to go as far as saying games like that are RPGs exactly where do you stop?

"The Quest for the Sacred Melita" was really hilarious. The only kind of fiction I care to see in wargame magazines are humor articles. If I want serious fiction I'll buy a book. Serious fiction, no matter how good, just seems to bore me in wargaming magazines: I'd rather see articles. But well done humor has great appeal.

"Beginner's Brew" is rather simplistic to me now that I'm a *D&D* vet of near three years but I can still remember when I was just a fledging DM and the advice in the column might have been welcomed, so what the heck, keep the "Beginner's Brew" boiling.

"Dramatic Structure of RPGs" was a totally needless article. I can't see the point of such a technical analysis of what any player or ref knows, even if he hasn't sat down and thought it out. It reads like some student paper for his RPGs 100 college course.

The letter from Gigi was very informative if a little weird. A bit too gossipy in style for my palet but still interesting.

Brain Wagner
Joplin, MO

Dear Sirs:

In issue 2 you ask for letters about what the readers want to see more and less of in *DW*. So, I figured I'd put in my two cents worth. Here are my suggestions and comments.

1) Please–PLEASE–never print anything written by Gary Gygax. I have read countless articles and essays by him in *The Dragon* and have searched in vain for any scrap of clarity, usefulness, or sanity in them. And his recent diatribes in favor of the One True Way are nothing less than sickening.

2) I suggest that you get rid of this ridiculous series by Stephen L. Lortz. He discusses RPG in the most abstract terms possible for no discernible purpose. I can't bring myself to finish either of his articles so far, simple because they are totally incomprehensible and, even worse, boring.

3) "My Life and Role-Playing" is a very interesting project. Keep it up as long as possible.

4) More articles on *RuneQuest*! I personally feel that this is the best FRP game in the market, and it has been sadly neglected by both *The Dragon* and *The White Dwarf*. Since your magazine is put out by the Chaosium, perhaps this deficiency will be rectified (it has already been helped, greatly, by your new cults in issues 1 and 2. Keep publishing cults–I love 'em).

5) Publish a letters column. Don't, however, make of it the mockery that is the "Out On a Limb" column–so far, I haven't seen anyone out on a limb, and I don't think TSR would print anything that would besmirch their sacred rep.

6) Charts and tables would be welcome, as long as such idiocies as "How Heavy is My Giant" (*TD 13*), which spends two pages giving the densities of such substances as African teak, are avoided. Stick to things that are useful and near-universally applicable, such as magic items tables, or new spells (just to give examples). Other good things to publish would be mini-dungeons or scenarios (such as those in *The White Dwarf*) and something akin to the "Fiend Factory." Make these open to all SF&F RPGs, though, not just *D&D*.

7) Thank you–THANK YOU–for not putting the little trademark symbol after every mention of *D&D*. This is one thing *The Dragon* does that drives me right up the wall.

8) Concerning fiction–I myself am a devoted SF&F fan, but the fiction in gaming magazines to date has been unsuccessful. Perhaps it's because they get it at 1 cent a word. Also, please do not refer to science fiction as "scifi." This is a term reserved for such atrocities as Godzilla movies and *Space 1999*. Its use in reference to anything worthwhile is guaranteed to send any science fiction fan into fits of howling rage. The proper abbreviation is "SF." I know that my objection sounds ridiculous but I am sure that your many readers who are SF fans would agree with me.

Well, that's all I can think of for now. Maybe you'll take some of my suggestions (probably not), but, in any case, I will enjoy your magazine. From what I have seen, it is the best in its field, and I have faith in your ability to keep it that way.

Tim Walters
Burke, VA

Hiya,

I enjoyed Gigi's column at the close of issue 2. For her information, *Wargaming 4* has been out for several months, but we sorely miss having someone like Tadashi here at FGU to get a zine out on time. And, for anyone who is interested, I am one of the few who do know what Rose Chun has in common with both Greg Stafford and myself.

Scott B. Bizar
Roslyn, NY

Dear people,

As a charter subscriber I'd like to say a few things about *DW*; things like excellent, superb, outstanding, etc., etc., etc. After reading the first issue, I thought it was very good–the second issue was even better. About the only way you can improve *DW* is by having more, and longer, articles by Steve Perrin.

As to what I'd like to see more–anything by Steve Perrin (no I'm not his agent); "Beginner's Brew" (which is a misnomer–I'm far from a beginner, but I find these articles to be excellent); and, as Tadashi said in his editorial, "just more."

Also, see if you can get some more articles by Dave Hargrave. How about "rules" for converting *D&D* type monsters, including those in *All the Worlds' Monsters*, to *RuneQuest*?

Keep up the good work.

Carl Bruckert
Pinole, CA

Greetings;

I saw in your editorial that you wanted some feedback. So I thought I'd tell you that what I have particularly liked (and I've disliked nothing, even though *RuneQuest* sections are not applicable to me at this time) is the "Specialty Mages" by Mike Gunderloy. I've seen Mike's stuff before in *A&E* of course, and this write-up is consistent and practicle and easily adapted to any basic system. More, more...

Sharron Albert
College, AK

Dear Tadashi,

I did not like issue two as much as I did issue one. I am not 100% sure why. I think it was because issue two didn't have as many sections on "My Life and Role-Playing." For some reason I really enjoy them. Perhaps that is because it gives me a chance to feel like I really know the people. In any case keep including that section until you run out of famous role-players.

I liked the review of *Legacy*. I look forward to seeing more reviews.

I did not look carefully at the "Specialty Mages." I am not now playing *D&D* because I just don't have the time to do everything. When I do start playing *D&D* again I will no doubt look the article over to decide what parts of it I will include in my campaign.

I did enjoy Charlie Krank's "Beginner's Brew." Although it did not say much of anything I didn't already know (not having been a beginner in role-playing for several years now) it was still very interesting to read. I am not sure whether it was appropriate to include a dungeon but I suppose it did serve the intended purpose of making clear to beginners how to go about setting up an adventure.

The "Lord of the Dice" is a nice humorous touch. I encourage you to print more such things.

"Arduin, Bloody Arduin" is the best thing in the issue. This was not a surprise to me as I have heard and read nothing but good things about Arduin but the article surpassed what I had hoped for. The story in italics was a nice touch. It tied the article together beautifully by giving me a feel of what the campaign is really like. The rest of the article was equally good. I especially liked the way Arduin's unique population (all sorts of half-breeds from all sorts of normally hostile races) was explained and justified. The history was also logical and consistant. Keep this series going strong and encourage the authors to write longer pieces so that they can go into more detail.

I suggest that you drop Steven Lortz's "Way of the Gamer" column. I don't know why I don't like it but I find that I am unable to finish the column. Steven's writing style is just unable to hold my interest.

I liked the news/gossip column by Gigi. Please include such things in all of the future issues. Like most gamers I am

always interested in hearing what all the game companies are working on and this is one of the few sources of information which covers more than one company. The only question is how reliable the various rumors are. I guess time will tell.

Rudy Kraft
Palo Alto, CA

LEGACY: A SECOND VIEWPOINT

I have in front of me now two things: *Legacy*, a role-playing game designed by David A. Feldt, and the second issue of *DW*, containing a favorable review of the game by Steve Lortz. Examining my copy of *Legacy*, I find it difficult to believe that Mr. Lortz and I purchased the same game.

My copy of *Legacy* has the following blurb on the back cover:

> "The *Legacy* game system consists of a series rules SECTIONS which describe in clear and internally consistent structure the functions and interactions of a sentient organism within a specified environment."

There are several errors of grammar in the above statement, and one error of fact: *Legacy* is jargonistic, pedantic, and about as clear as the skies over Los Angeles on a summer afternoon.

From an early age, language has been an obsession with me. I am, of course, still prone to lack of clarity and occasional grammatical errors, but I attempt to follow the rules of good writing as laid down by those who know–George Orwell and Strunk & White, for instance. The prime rule of good writing is to be clear, to the point, and succinct. Obfuscation or employment of jargon or in-group language, except in writing specifically aimed at a readership familiar with such language, is bad writing. The purpose of writing is communication, and unclear language results in a failure to communicate.

Consequently, *Legacy* appears to me as an extrusion of horror. Reading a paragraph in the *Legacy* rules–any paragraph–is like attempting to wade through a thick layer of scum in search of a small kernel of useful material. For example:

> "After all of the already mentioned preparations have been completed and the rules changes and all have been recorded the game operator the players should set up their respective areas."

What this means is: "Next, the DM should get out his charts, and the players their character sheets."

Who the hell is Feldt attempting to impress with this sort of pedantic garbage? Many of his readers, doubtless, will be duly impressed through inability to understand the language; the use of big words and the ability to say nothing at great length are appreciated by those who are unfamiliar with good writing; those of us who cut through Feldt's fluff to the sparse core are more likely to be disgusted than impressed. If *Legacy* were intended to be a useful set of rules, it should have been written in precise and clear language; as pedantic as it is, it will be useless to almost every purchaser.

But more than this, *Legacy* is an instructional manual in minutiae. If one manages to wade through the rules and extract the usable material therefrom, one will discover that *Legacy* is so generalized as to be useless. For instance, on pages 68 and 69, a system for charting any character's entire life in symbols is provided. There are sixteen symbols. One *can* plot a character's life symbolically with this system, but the result will be so general as to tell you nothing about the character–other than that he was born, had a disease, an accident, was married, had an "interaction," and died. Not only is this totally uninformative, but useless as well; for what purpose will a GM ever want this kind of information? *Legacy* suggests that such a life-plot be made for every non-player character.

Perhaps I have chosen an unusually useless portion of the *Legacy* system to attack, but most of the rest of the rules are about as silly.

For a man who cannot write, Feldt has produced a game that, designed by another, might be reviewed as a promising first effort. All of the reviews and commentary I have seen on *Legacy*, however, have either been highly complementary–such as Lortz's review–or mildly ambivalent. It is time that someone branded *Legacy* for what it is; an abysmal failure.

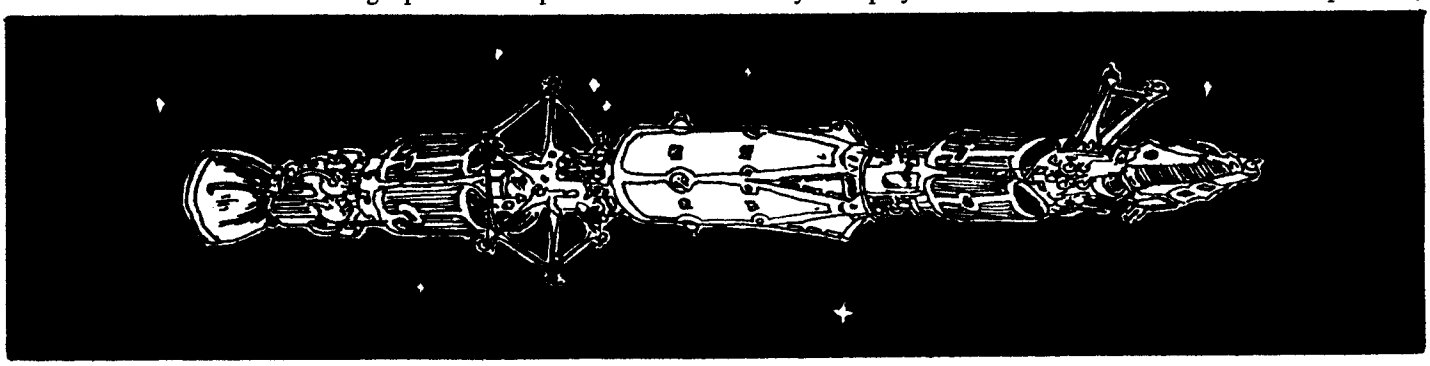
Reviewers in the gaming field are, generally, horrendously shy. No magazine seems willing to publish forthright condemnatory reviews; even *Fire & Movement*, hailed as the quality magazine in the hobby, almost always prints nothing but milk-and-water stuff. Doubtless, this results in no hurt feelings and no exacerbated tempers; but it also means that the only way a hobby member will find out that a game is a turkey is by purchasing it. It is time that reviewers stopped playing nice-guy and started calling the shots.

At $8 from Legacy Press, 217 Harmon Rd, Camden, MI 49232, I don't see how any responsible individual could recommend *Legacy*.

Greg Costikyan
Providence, RI

REVISION TO A REVISION

My clerical cure revision article in *DW 3* contained the suggestion that clerics ought, under the EP revision in that article, to progress to higher combat classes every three levels like fighters instead of every four levels like thieves. While working on a comprehensive combat system revision article, I concluded that this was a mistake. It is necessary that the cleric, which is a class that divides its time between learning combat skills and learning clerical magic spells, should progress considerably slower in combat skills than the combat specialist,



the fighter. Under the present *D&D* rules, the EP requirements for reaching higher combat classes are as shown in the first table below. My proposal in *DW 3* would have changed this to a far smaller difference, as shown in the second table. This will not do, since it makes the cleric progress almost as fast in combat skills as the fighter. And so I have returned to having clerics advance every four levels to higher combat classes, albeit at still higher EP per level than in the original *D&D* rules. This makes the spread between fighter and cleric far more reasonable, as shown in the third table. It's all a matter of providing a balance in the rate of progression of the different powers of the cleric when compared with that of the other classes having similar skills.

ORIGINAL *D&D* RULES

F:	8k	64k	480k	1200k	1920k
C:	12k	300k	600k	1000k	1400k

DW 3 REVISION

F:	6k	50k	300k	600k	900k
C:	8k	63k	375k	750k	1125k

MODIFIED *DW 3* REVISION

F:	6k	50k	300k	600k	900k
C:	16k	250k	750k	1250k	1750k

John T. Sapienza, Jr.
Washington, DC

LOTD EXPANSION KIT

Once again another set of role-playing rules has been published which requires the use of the multisided dice. I will never understand why designers find it necessary to require the players of their games to go to the trouble of finding and buying these unnecessary and expensive dice. The latest such game is *Lord of the Dice* (published in *Different Worlds 2*). Although *LOTD* is a fine game system with applications to nearly all role-playing situations it is considerably less playable because of the need for percentile dice. To remedy this situation I propose the following alterations in the rules.

(3.0) Game Equipement

Delete "1 set of precentile dice (not included but necessary)."

Add "4 every day normal six-sided dice (not included but necessary)."

Add "1 copy of the *Lord of the Dice Expansion Kit* (presumably what the player is reading at the moment)."

(4.0) Character Generation

Add "Characteristics are rolled with one or more six-sided dice."

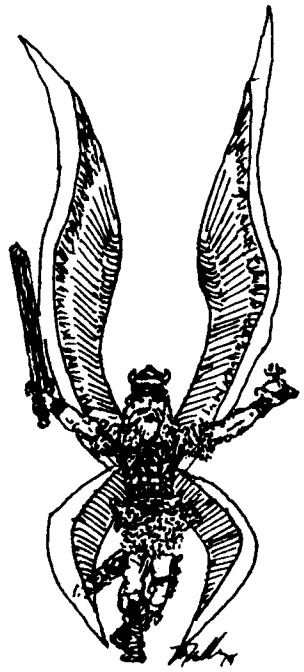
Add:

(4.1) Tables for Determining Characteristic Names (Optional Rule)

In order to determine what characteristics are to be rolled the GM may at his/her option consult the following tables. All characteristics shall be represented by a three letter abbreviation. If the GM feels it necessary he/she may assign a real word to each abbreviation.

How to use the characteristic generation tables: The GM shall determine (perhaps with the roll of six-sided die) how many different characteristics shall be rolled. Then he/she shall roll one (with a six-sided die) on each of the three tables for each characteristic to be rolled. Note that the GM may (at his/her option) have a different set of characteristics for each character.

Die Roll	*First*	*Letters Second*	*Third*
1	S	N	X
2	I	I	A
3	D	O	T
4	C	T	S
5	W	H	R
6	P	E	N



(5.0) Play of the Game

Delete "Whenever the Player wishes to undertake an action with his character, the GM rolls the percentile dice."

Add "Whenever the Player wishes to undertake an action with his/her character, the GM rolls some number of six-sided dice."

(6.4) Expansion Kit Author's Notes

I have already explained the necessity of using six-sided dice so I will limit my comments here to my Characteristic Generation System. I feel that it is a distinct improvement over the old system because many GMs don't have either the time or the inclination to concern themselves with the nitty-gritty details of game mechanics. By providing a table to generate characteristics I believe that much time can be saved by those GMs. Note however that I have made the system an optional rule so that those mechanically minded GMs can use the old system.

(7.0) Game Credits

Add "Maker of Expansion Kit: Kenji St. Andrews"

Rudy Kraft
Palo Alto, CA

by GIGI D'ARN

Dear Tadashi:

I'm sorry! There are jokes in this letter. If people take everything I say seriously, they risk being the north end of a southward-running horse. Gigi apologizes profusely to TIM KASK. Apparently her remarks got him in trouble with Somebody. That's cause for real distress.

For what it's worth, Tim, congratulations on the new baby. And I understand that BRIAN BLUME is getting married. Lake Geneva weaves its spell.

Gigi is informed that NEVILLE STOCKEN is now Head Developer for Archive Miniatures' *Star Rovers*, so undoubtedly it will be out soon.

A hot one from Rumour: Baron Publishing (*Fire & Movement, AFV-2*, etc.) is considering a new magazine, this one on F&SF gaming!

A tweak of the glasses to MARC MILLER for sending me the first issue of *The Journal of the Travellers' Aid Society* (LOREN WISEMAN, ed.), a must for *Traveller* addicts.

White Dwarf 14 will feature a *Traveller* mini-campaign, by the way. And though *White Dwarf* is now 32 pages, there's still only 19 pages of articles. IAN LIVINGSTONE says the mag is being re-formatted. But let's up the word count!

ORIGINS ORIGINS ORIGINS

Gigi's ORIGINS dossier now bulges. There were 4500+ in attendance, making it the biggest gaming con ever held. There was some disorganization, but the favorable reports are overwhelming. Congratulations to JAY HADLEY and BOB PIDGEON! Jay will be doing ORIGINS again next year, this time at the U. of Delaware campus (Newark). Understand that the dealers will be a little closer to the action in the new set-up, and that (a first!) there will be air-conditioning. Gigi just may go. . .

And now, Tadashi, the envelopes, please:

CHARLES ROBERTS AWARDS FOR 1979

Best Pre-Twentieth Century Game
Source of the Nile
Best Twentieth Century Game
To the Green Fields Beyond
Best Fantasy/Futuristic Game
Mayday
Best Physical Systems and Graphics
Cross of Iron
Best Professional Magazine
Fire and Movement
Best Amateur Magazine
Perfidious Albion
Best Amateur Game
Source of the Nile

H. G. WELLS AWARDS FOR 1979

Best Line of Historical Wargame Figures
Ral Partha: 15mm Days of the Empire
Best Line of Fantasy and SF Figures
Ral Partha: Fantasy Collector's Series
Best Line of Wargame Vehicles
GHQ: MicroArmor
Best Miniatures Rules
Fire and Steel

GAME DESIGNERS GUILD SELECT AWARDS FOR 1979

Best Games of the Year
Lobositz
Lords of the Middle Sea
Operation Crusader
Source of the Nile
To the Green Fields Beyond
Hall of Fame
Tactics II

Congratulations, winners! BILL SOMERS and JOHN MANSFIELD will be in charge of the CR and HGW Awards next year, the Wells will be expanded to ten awards to include Best Role-Playing Rules, Best Role-Playing Adventure, and Best Role-Playing Magazine. Good luck *Different Worlds*!

Speaking of voting, what was the name of that little town in Nevada from which 750 identical Roberts Awards ballots emerged? How gauche.

ORIGINS releases? They include the following, but there was an avalanche of new material. Avalon Hill finally released *The Magic Realm*, and *Dune* looks very nice. FGU brought two completely new RPGs, *Gangster* (roaring '20s with special miniatures) and *Villains & Vigilantes* (by JEFF DEE, now a designer at 17). You guys did get *Snake-Pipe Hollow* out in time, but understand *Cults of Prax* and *FOES* will have to wait for GENCON. (What ever happened to *The X-Rated Supplement* by the way?) Yaquinto broke all records with eight new releases at the con. Where did they get the money? Rumour reports that STEVE PEEK married the printer's daughter. What dedication!

Win Some, Lose Some Department: Metagaming indicates that STEVE JACKSON's *The Fantasy Trip* will be $19.95, not $29.95. But *The Dungeoneer* is now $2.80 with their 11th issue! A big jump from $1.75. My goodness, and 1984 years off yet.

Ral Partha, Miniature Figurines, Martian Metals, McCrea Miniatures, Tom Loback General Artwork, and Stan Johansen Miniatures all had new figures at the con. Phew. And there must be 300 titles I left out, but I must mention that *Snapshot* and *Kinunir* are available from GDW for *Traveller*–ing folk.

Quick Plugs: *T&T* miniatures are being produced by McEwan. . .Grenadier is producing the official *Gamma World* line. . .Expansion Set 4 is up for Eon's *Cosmic Encounters*. . .Flying Buffalo released a *T&T* Pocket Adventure, *Goblin Lake*, and ask them about the skull-and-crossbone dice. . .ROY LIPMAN's *Armory Paints* (3424 Janellen Dr, Baltimore, MD 21208) produces "Suntan Flesh," "Bubonic Blue," and "Nipple Pink" (sounds lively) among others. . . The premier issue of the new *Courier* ($9.50 a year; write Box 1878, Brockton, MA 02403) was released at ORIGINS.

KEN ST. ANDRE and wife have their first daughter now, JILLIAN CHARMAIN. Congratulations!

And the *Space Gamer*'s 1978 Feedback Results were a bit of a mystery. I mean, why do they have *Swords & Sorcery* listed under Fantasy Role Playing

and *RuneQuest* under Fantasy Board Games?

All right, Tadashi: why doesn't *Different Worlds* have a section for miniatures reports? There's a ton of new stuff coming out, and miniatures are vital to RPGing, and they should be represented in RPG-dom's Leading Publication. How about it? They might take out some ads, you know. And if you don't have room for all the figures, just send them to me.

Ooops! Heritage Models now has commissioned STEVE PERRIN to do their *Lords of the Ring* FRP. And Heritage's new Production Manager, HOWIE BARASCH, will continue to do the gossip column in *S&T*. Got anything for me, Howie dear?

JAKE JAQUET is *The Dragon*'s new assistand editor; *TD* is now merged with *Little Wars* and has gone monthly. With circulation now over 8000, Tim needs all the help he can get!

HERBERT BARENTS writes in the latest *Tactics & Strategy*, "Buying a wargame for the first time is much like asking a girl out for the first time; you heard it's great, but. . .You slowly take the game out of the shrink wrap, taking the cover off for the first time, arms and hands tremble just slightly. . ." I need a cold bath! But first take me to dinner, H.B.

Oh, what two distributors, one reputable and one disreputable, were having it out at ORIGINS over some miniature spacecraft? Is ORIGINS a convention or a brawl? Glad to hear it's the latter—much more fun that way.

Scoops: ED SIMBALIST is doing *Saurians* (*C&S* brainy dinosaur book) for FGU; coordiated with figures from Dragontooth. FGU will also have *Arden*, a country in Ed's Archaeron campaign. Aha, and *Commando* ($19, by ERIC GOLDBERG for SPI) is nearly ready—everything in this paragraph should be out for GENCON.

Did you see issue 4 of *The Apprentice*? DAVID BERMAN gave rave reviews of *DW 1*. He especially liked STEVE LORTZ's *Cannibals & Castaways*.

Riddle of the Month: Who was wearing a "I thought I was rude until I met Randy Reed" button at ORIGINS?

Love,

Gigi

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Looking for other gamers? *Different Worlds* will run notices for our readers that are looking for more players for their games. Simply send us your name, address (with zip!) and/or phone number (with area code!). If you only send a phone number you must at least give your city, state, and zip. Give the RPG systems that you are interested in (if you are also interested in playing other types of games, add "general games" or "board wargames"). Let us know the number of issues in which you want the notice to appear—maximum of six to keep the list updated. If you wish to remain listed after the six issues, simply send another notice. If you do not specify the number of appearances, it will run only once. This service is open to anyone and is free until further notice.

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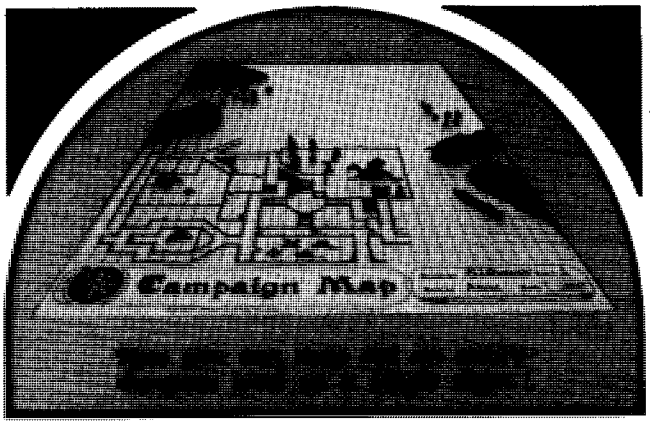

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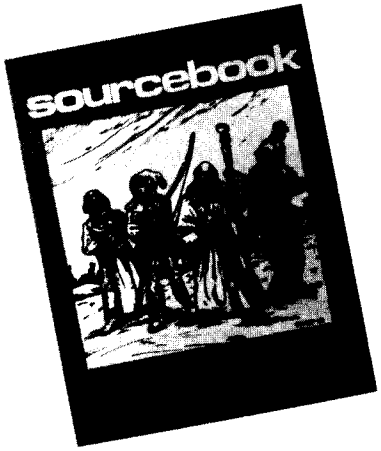

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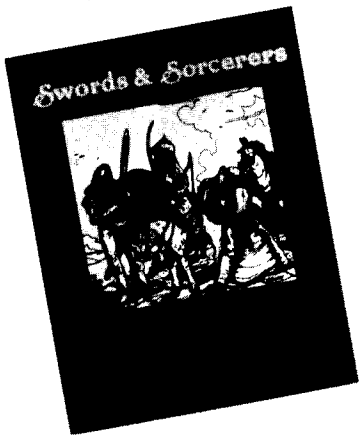

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